STAR TREK
THE EXPANDED UNIVERSE

All Our Yesterdays

The Time Travel Sourcebook

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Disclaimer While Last Unicorn Games has researched extensively to make this the most authentic *Star Trek*® Roleplaying Game possible, the depth of information necessary for a fully-realized role-playing game is not always revealed during a weekly television show. While we have tried to extrapolate logically within the flavor of *Star Trek*®, we have taken some liberties and players should remember that only the events, characters, and places that appear on the show or in films are canon.

STAR TREK
THE EXPANDED UNIVERSE

Paramount
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LAST UNICORN GAMES

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Introduction

The list which starts on page 6 and runs throughout the book combines dates from all four series and the films, depending heavily on the superb *Star Trek Chronology* by Michael and Denise Okuda. It also contains dates mentioned in or extrapolated from *Star Trek* roleplaying game products from all three Last Unicorn game lines, both in print and in production at this time. Last Unicorn will continue to update this timeline as more books come out and as the television series and films continue; check our Web site at www.lastunicorngames.com for the latest historical and futurological data.

Space is not the final frontier. We've already conquered it. In one sense, the first amoeba to travel forward by squirting water out its vacuole did that. Even outer space is pretty simple. Not easy, necessarily, but simple. If we really wanted to, we could build the *Botany Bay* in five years. If we really had to, we could build it in less time than that. Warp drive might take a little longer, but you don't need warp drive to get to Tau Ceti. You just need a little time.

Which brings us to the real frontier–time travel. Barring a few mathematical constructions involving infinitely rotating neutronium cylinders and similar folderol, we don't even know how to think about thinking about time travel. Which means it's not science, it's stories. Which is where *Star Trek*–and you–come in.

This sourcebook is designed to help you tell those stories. Whether you're playing Starfleet explorers trapped in a one-time temporal anomaly or DTI (Department of Temporal Investigations, covered in Chapter Four) agents engaged in a subtle time war with the *Tal Shiar*, there's something here for your *Star Trek Roleplaying Game* series. Actually, since the DTI is based in the 24th century, this book can serve as an adjunct to a *Star Trek: The Next Generation Roleplaying Game* or *Star Trek: Deep Space Nine Roleplaying Game* series as well. Better yet, it can link all three in a web of cross-time adventure; this is a true "crossover" book. Unlike most Last Unicorn game books, therefore, this book doesn't really have a "present day" as such. Despite being unstuck in time, however, this book describes all the species and culture write-ups as of roughly 2375, the year of the last season of *Star Trek: Deep Space Nine*.

But you hardly have to restrict yourself to one year–this sourcebook contains a massive timeline from the Big Bang to the Kelvan Invasion, and Narrating advice for episodes and series set whenever you like. Welcome to the big time.

And boldly go when no man has gone before.

Icon Links

This symbol appearing behind a sentence indicates that additional information on the subject in question can be found at the Last Unicorn Games Web site at www.lastunicorngames.com.

Temporal Physics

The understanding of time in the 24th century stands at the same threshold as the understanding of space nearly a thousand years ago on Earth. Scientists have only begun to explore and explain the complex nature of time and its relation to space, much in the same way early astronomers theorized about the shape of the Earth, the nature of gravity, and the movements of the heavenly bodies. Although Federation technology makes it possible to travel down the corridors of time, an understanding of temporal physics and the effects of time travel makes such expeditions limited and potentially dangerous.

This chapter presents the current models of temporal physics, as the Federation understands them. They are by no means proven, and future discoveries may invalidate them completely. However, they are the working models used by Starfleet and by most other species and civilizations of similar (Level Six) technology throughout the known galaxy.

15 Billion Years Ago: The universe is formed in the Big Bang.

8 Billion Years Ago: The Guardian of Forever is created.

5 Billion Years Ago: The birth of Sol, Earth's sun.

4 Billion Years Ago: Galen's "seeders" (possibly the precursors of the Preservers) roamed the galaxy creating hominid life.

3.5 Billion Years Ago: Life on Earth begins in what will eventually become France.

2 Billion Years Ago: Single-celled life evolves on Earth. Civilization flourishes on Tagus III.

87 Million Years Ago: D'Arsay civilization launches a robotic "time capsule."

22 Million Years Ago: The Organians transcend material bodies.

The Space-time Continuum

Scientists currently recognize the existence of at least six accessible dimensions in the space-time continuum. For any space to remain finite but unbounded (as the universe is believed to be), it must possess at least one dimension beyond those that are generally discernible. Consider a two-dimensional piece of paper. In order to form a closed loop, the paper must pass through a third dimension. A two-dimensional "universe" effectively exists on the surface of the paper, but its theoretical inhabitants are unable to perceive the third dimension. A four-dimensional universe (three of space and one of linear time) must pass through two additional dimensions in order to form a finite but unbounded system.

These additional dimensions can be considered the "height" and "width" of time, while the linear temporal progression we can observe is time's "length." It is, of course, impossible to model these relationships accurately in three-dimensional terms, although some Medusan mathematical techniques offer promising possibilities. Still, for our purposes, consider the relationships of the temporal dimensions using a three-dimensional model.

If we describe the whole of the three-dimensional universe of space as a single point, then the first dimension of time can be seen as a line, what we commonly refer to as a "timeline." This extends "forward" into the future and "backward" into the past. Any given point along this line is a moment in time as it progresses. Of course, a timeline is not nearly as fixed or absolute as a line displayed on a computer readout, as we shall see.

Adding an additional line, running perpendicular to the first, gives us time's "height." Adding a third, perpendicular to the first two, gives us its "width." This creates a plane of time, intersecting with the timeline, which contains a potentially infinite probability field.

Quantum theory tells us that, at any given moment, there is a vast range of possible outcomes. Do you go out to visit a friend or stay in and watch the karo-net matches? Do you speak to an attractive stranger or leave him alone? Billions upon billions of individual actions take place every moment. These choices are said to exist in a state of "quantum flux" before they take place, which is to say that the possibility of your going out is just as "real" as the possibility of your staying in to watch the karo-net matches—before you make the choice.

Of course, some outcomes are more likely than others. If you dislike karo-net, and your friend is waiting for you at the door, it's highly unlikely you'll stay at home. Certain outcomes are said to carry a stronger "quantum charge" than others, making them more likely to take place. Some events have a particularly strong quantum charge, making them magnets for certain kinds of temporal phenomena, as we will see.

Of course, our timeline is not the only one. The three dimensions of time actually contain a potentially infinite number of timelines, all coexisting parallel to each other throughout the probability field. To use the three-dimensional analogy once again, the continuum can be thought of as a bundle of 20th-century fiber-optic cables: millions of strands, running parallel to each other.

Those strands or timelines "closest" together tend to exhibit the greatest similarities; their events and histories do not differ greatly, if at all. Those lines farthest apart (in terms of the Y and Z axes of time) show the greatest differences. Each strand vibrates with its own unique quantum frequency, like a string on a violin.

The space "around" these individual strands of time, their "insulation," if you will, is subspace. Subspace is an expression of the multi-dimensional nature of the continuum. By harnessing subspace, through the formation of warp fields and similar technology, it is possible to exceed the limitations of three-dimensional space in traveling faster than the speed of light. In a sense, subspace technologies like warp drive and subspace radio are a form of time travel. Further investigations of subspace technology may lead us to a further understanding of the nature of space-time.

PAST AND FUTURE HISTORY

Now consider a single timeline, our own. It extends "behind" us into the past and "ahead" of us into the future. As far as we know, a timeline stretches out infinitely in both "directions," although the effective "pastward" limit of all timelines is believed to be the origin of our present universe, the "Big Bang" event.

While it is possible to pick out any single point along a line in a three-dimensional model, the progression of time is not so precise and linear. The dimension we call time is a series of progressions through the quantum probability field, of events occurring, then passing. However, these events are not fixed once they have occurred. It is common to think of the past as immutable, while considering the future in flux. However, neither is entirely true. Both the past and future (and, for that matter, the present) exist in a state of quantum flux. The past can be changed, and in many ways the future has already "happened."

Any given outcome has a certain "quantum charge," as mentioned before. This is true of events in the past as well as events in the future. The greater a moment's charge, the more likely it is to remain "in" a particular sequence of events with a similar charge, forming a chain of events we call a timeline. If the quantum charge of a moment in time is altered, then it causes that moment, that link in the chain, to "attract" different events to connect to it, leading to a reorganization of the timeline as different moments in time attach to it.

Consider the following example: In 2063, Zefram Cochrane piloted the *Phoenix* and made first contact with the Vulcans. Suppose you could go back to 2063 and kill Zefram Cochrane before his fateful flight. At that moment, the quantum charge of the timeline would be altered. Instead of connecting with the outcome "Vulcans make contact with humans," the timeline instead connects with "Vulcans ignore humanity." This leads to humans failing to develop a world government for centuries, and to the United Federation of Planets never even existing. Not only is this possible, it is something the Borg attempted.

The past not only *can* be changed, it *has* been changed on a number of occasions that we know of. More importantly, changes to the past affect our present, and anyone "futureward" of the change *is completely unaware any change even occurred*. From their perspective, things have "always" been that way. If the Borg had been successful in changing our past, no one would even recall that things had been different, except for the crew of the *Enterprise* (which was pastward of the change) and some rare species and individuals whose perceptions extend beyond linear time (more on them later).

Given that the past can be altered, it is difficult to determine how any given change will affect the future. Highly advanced computers can calculate the impact of a particular alteration in quantum charge over a very short time period, but the altered probabilities accumulate so rapidly that predictions become meaningless when projected more than a matter of days into the future. There are simply too many variables.

Keep in mind this "plastic" nature of time does not extend only into "the past" as we know it, but also into the present and future. Starfleet records a number of visits to the 23rd and 24th centuries from further along the timeline. It is possible, indeed likely, that these visits have altered the "direction" of our timeline, changing the "present" from which those future visitors came.

Paradoxes

The limitations on our understanding of time and our own linear perception of it often lead to situations considered logically impossible. Experience in time travel shows that many of these "paradoxes" are not actually paradoxes, at least as far as the universe is concerned.

15 Million Years Ago: The Azar civilization rises in the Diodor Sector.

1 Million Years Ago: The approximate age of the Guardian of Forever ruins.

600,000 Years Ago: Sargon's people explore the galaxy and establish colonies. "Seeding" of Vulcan by Sargon and/or the Preservers? Medusans reach their current form. Tkon Empire obliterated by a wave of supernovae.

500,000 Years Ago: The ancient Bajorans flourish. Sargon's homeworld is all but destroyed as its atmosphere is ripped away. The earliest recognizable Klingons are on Qo'noS. The android-building Old Ones of Exo III begin to move underground.

THE GRANDFATHER PARADOX

The "grandfather paradox" refers to violations in causation, where an event cancels out its own cause. The classic "grandfather paradox" involves going back in time to kill your own grandfather before your father is born (or otherwise preventing your own birth). By doing so you should no longer exist, since the entire history leading up to your birth no longer "happened."

Our experience in time travel shows this is not the case. If you undo the circumstances of your own birth, you are not affected, since you are present when the change takes place. When the quantum charge of the moment you are in is altered by your intervention and connects to a different moment, leading to a different future, you become part of it. So it is possible for an effect to exist independently of (and even to eliminate) its own cause! However, you cannot return to the present you originally came from, since it no longer exists. On the other hand, if someone else alters the past to prevent your father's birth, while you remain in the present, then you *do* cease to exist, and no one in the present recalls that you ever existed.

Another example of this phenomenon is found in the case of the *Enterprise*-C, thrown into the future during a conflict with the Romulans at Narendra III. The crew of the *Enterprise*-C learned that their disappearance had led to twenty years of bloody conflict between the Federation and the Klingon Empire. They returned to the past intent on preventing the future they'd seen. They also brought with them Lt. Natasha Yar, an officer from the future *Enterprise*-D they encountered.

The crew of the *Enterprise*-C successfully changed the "past" of the future they visited (their own present). Although the circumstances that led her to go back to the past with the *Enterprise*-C never existed, Lt. Yar remained on board. All the while another Natasha Yar (from the existing timeline) was growing up on Turkana IV, where she was eventually rescued by Starfleet officers, joined Starfleet, and died on an away team mission to Vagra II. The two Natasha Yars coexisted at the same time, even though one had no "real" history.

THE INFORMATION PARADOX

Related to the grandfather paradox, this refers to an event *becoming* its own cause. For example, the developer of a time machine travels back to meet his younger self and tells him how to build the time machine. So who invented the machine in the first place?

The *U.S.S. Voyager* encountered the phenomenon when it and a timeship from the 29th century were thrown back into the 20th century, where the timeship became the property of Henry Starling. Starling used the 29th-century technology to start the computer microchip revolution in the late 20th century via his company Chronowerx. Apparently, this led to the same history *Voyager* and the timeship originally came from. In effect, the crash of the timeship in the 20th century gave rise to the conditions that led to its creation in the 29th century.

As with the grandfather paradox, information paradoxes like the above situation are quite possible. An event can become its own cause, and information sent back in time can alter the timeline, even though such alterations mean the information was never "really" sent to begin with. Regardless of this "out," it is unwise to depend on an information paradox to prevent damage to history.

THE PREDESTINATION PARADOX

Scientists and scholars have debated the nature of free will in cultures throughout the known galaxy for thousands of years. The Federation is no different in this respect. What do our theories on the nature of time tell us about free will? If the future already exists, is there any free will at all, or are we merely puppets of fate?

Interestingly enough, the existence of time travel and a knowable future appears to affirm the existence of free will rather than deny it. The vast majority of the time, the future remains unknown to us. We must act based entirely on our past experience and hope for the best possible outcome. It may be that these outcomes are predestined but, since we have no means of knowing either way, it at least *appears* we have free will in these cases.

When the future *is* known, either through the intervention of a time traveler or techniques such as precognition, it is clear that our choices can influence it. Just as time travelers in the past can alter it, so can we in the present alter the future. Thus, if a time traveler appears from the future and tells you not to board a shuttle because it will crash, you can choose not to board the shuttle and avoid the crash. It is possible you might not have boarded the shuttle anyway but, again, we have no means of knowing other than the word of the traveler from the future. If he returns to his "present," he discovers the change as a part of his history. No one other than he even recalls the difference.

This phenomenon leads to the idea that certain changes in history, or the presence of time travelers at certain moments, are "predestined" in some way. It is possible that not only are all the events of our timeline already "in place," but that every temporal intervention that has or will happen already has happened in the sense of being part of a larger "metatimeline." In this case, there is no free will whatsoever, and we are all merely pawns of fate. As there is no means to prove predestination, however, this remains merely a theory. From our perspective, it still appears we have the ability to make our own choices. The Federation chooses to believe in the existence of free will, and the Department of Temporal Investigation rarely accepts predestination as a sufficient defense for interference in the timeline.

Time and Energy

Temporal phenomena are strongly related to particular types of matter-energy phenomena, either as the cause of distortions in the space-time continuum or as byproducts of such interactions. High-energy interactions, particularly in the presence of subspace fields like those created by warp engines, are known to cause certain temporal distortions.

GRAVITONS

The effects of gravitation on the curvature of space and subspace create a connection between gravity and time. The experiments of 24th-century physicist Dr. Paul Manheim show that a strong concentration of gravitons can create an artificial "hole" in the fabric of space-time, a "window" into another dimension, possibly a parallel timeline. Manheim's experiments also caused a state of temporal flux, the Manheim Effect. Under the Effect, time became nonlinear, causing such things as temporal loops and repetitions light-years away from the planetoid holding his laboratory. Although his early experiments were limited and led to some

400,000 Years Ago:
The Iaksian, a [illegible] humanoid species, [illegible] proto-Andorian [illegible] Andoria. Microcardial [illegible] [illegible] humans and [illegible] [illegible]

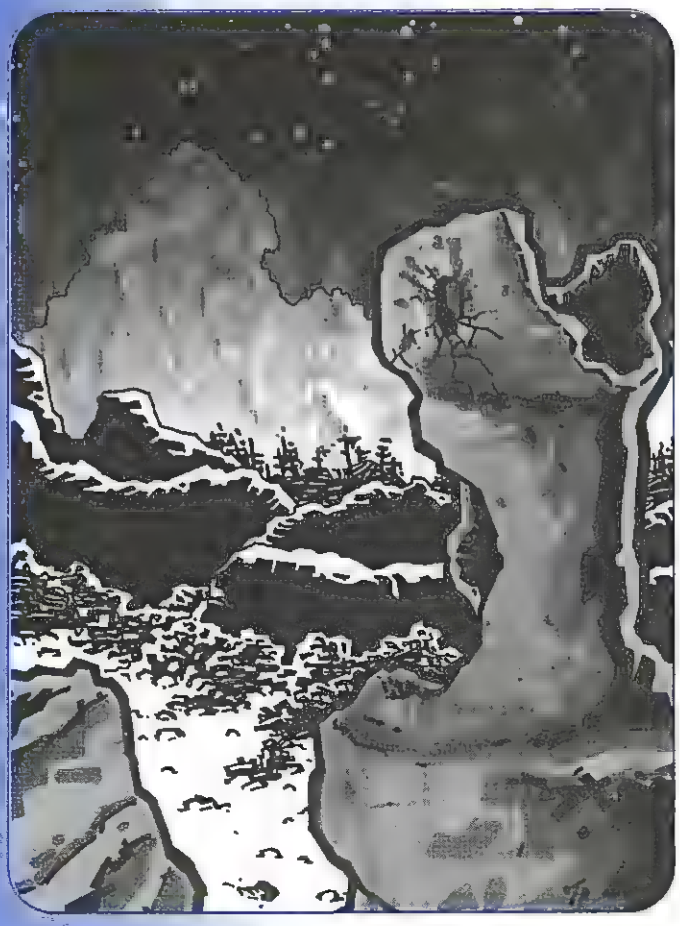
250,000 Years Ago:
First signs of Terran civilization. Life on Earth almost entirely [illegible]

200,000 Years Ago:
The vast Contran interstellar empire collapses. Orions begin large-scale space exploration. Canus II civilization dies out.

150,000 Years Ago:
The Medusans begin space exploration.

70,000 Years Ago:
First Talaxian civilization emerges on Talax.

50,000 Years Ago:
The previous cycle of rebirth of the Xorr of Janus IV begins. Pre-[illegible]



potentially serious problems, Manheim's theories regarding time and gravity may yet yield useful applications in time technology.

TACHYONS

Tachyons are energy particles that travel faster than the speed of light. Because they do so in linear time rather than extending out into the fifth and sixth dimensions, tachyons are useful for studying phenomena where the speed of light is a constraining factor, such as various subspace and temporal features. Tachyon emitters and scanners are used to penetrate the event horizons of temporal anomalies as well as to detect cloaking devices that shield against all subluminary particle emissions.

Experience has shown tachyon emissions can have an effect on temporal and subspace phenomena, including at least one occasion where an inverse tachyon beam caused the formation of a temporal rift traveling backward into the past. A warp field application caused the anomaly to dissipate.

CHRONITONS AND DEKYONS

Chronitons are higher-dimensional particles transmitting temporal quanta. Chroniton emissions are associated with all known methods of time travel, as well as with many temporal anomalies. They allow for the formation of connections between different points along a timeline, permitting time travel. Chronitons are associated with phenomena such as quantum singularities and are a byproduct of certain devices, such as the interphase generator of a Romulan cloaking device. Chronitons may also be useful as a weapon against certain transtemporal beings that exist outside of four-dimensional space-time, such as the Bajoran Prophets and their counterparts, the Pah-wraiths.

The antiparticle of the chroniton, the antichroniton, seems to act as a temporal "stabilizer" in this particular dimension, although very little has been empirically determined on the subject. More radical theorists suggest that antichronitons are simply the reflection of our timeline onto a different dimensional plane, perhaps an antimatter dimension existing in "antitime." Ever since the 22nd century, physicists have speculated on the theoretical relation-

ship between time and antimatter, and the experience of the *U.S.S. Enterprise* in 2266 cast some interesting light on the subject. Many theorists maintain, however, that the extraordinary gravitational disturbances nearby (as the planet Psi 2000 destroyed itself) account for the *Enterprise's* brief experience of reversed time flow. Complicating the matter, the dekyon (a subatomic particle phenomenized solely in subspace) seems to act transversely to both chronitons and antichronitons, possibly existing as a means of quantum energy transference between the two states. Dekyon beams can interact with antiparticles (such as positrons) across temporal loops and, possibly, through temporal rifts, making transtemporal communication at least theoretically possible.

Temporal Phenomena

There are a number of phenomena associated with the temporal dimensions of space-time. Some of these phenomena are only barely understood, if at all, by 24th-century science.

NEXUS POINTS

Individual points in the space-time continuum have a unique quantum charge to them. Part of this charge is based on the possible outcomes of the event and the number of different "directions" they can take the timeline in. Events with a particularly strong charge are referred to as "nexus points." These points appear to act as "anchors" or "reference points" for a timeline, events that hold a timeline in its place in the continuum.

Nexus points are generally associated with famous moments in history, such as the Bell Riots of the early 21st century. This is not always the case, however. The life of social reformer Edith Keeler in the early 20th century is a nexus point, since Keeler had the *potential* to alter the course of human history radically, although she did not do so because her life was cut short by an automobile accident. Many nexus points likely remain unknown in this way.

Their significance to the timelines makes nexus points particularly vulnerable to interference and particularly likely to alter the timeline if they are tampered with in any significant way. For example, when Dr. McCoy prevented Edith Keeler's death he set in motion a chain of events that led to the Allies losing World War II and the United Federation of Planets never existing. In order to restore the original timeline, Edith Keeler had to die on schedule.

Ironically, their very importance makes nexus points common destinations for time travelers. Their strong quantum charge seems to cause nexus points to "attract" objects in a state of temporal flux. Like eddies in a flowing river can draw in a boat, so do nexus points draw travelers in time. Accidental time travelers often find themselves at a nexus point when they appear, while intentional time travelers need to compensate for the presence of known nexus points in their calculations for moving through the timeline. Navigating "around" known nexus points is one of the more difficult aspects of time-travel computations.

TEMPORAL RIFTS

A temporal rift, also known as a displacement, distortion, or vortex, is a kind of "hole" in time, a conduit connecting two different points along

Machine is built beginning is made Long campaign Beginnings of first Federation the Perseus Arm Drozhall ter deformed by an

40,000 Years Ago: Dyson Empire destroyed by a wave of robotic planet killers

35,000 Years Ago: The First Federation and the Second Orion Empire fight Eighty War in which both sides interfere with developing planets

30,000 Years Ago: The end of the Andorian Stone Ages" earliest recognizable Andorian cities

25057 B.C.: City of Bhala founded according to Bajoran legend

27,000 Years Ago: Earliest known Klingon settlements

25,000 Years Ago: The Trill begin living as symbionts Hasinbal Obelisk buried

a timeline. Temporal rifts can form from high-energy interactions in or near active warp fields, as well as through controlled emissions of chroniton particles. Some materials such as kemacite tend to build up high chroniton or dekyon charges when irradiated, making kemacite explosions inside warp fields particularly likely to open temporal rifts. It is theoretically possible to create a temporal rift using a graviton matrix coupled with an advanced warp field design to "stress" subspace in a particular way. Temporal rifts, even artificial ones, are notoriously unstable and unpredictable.

A temporal distortion is technically any disruption or alteration in the structure of six-dimensional space-time. Temporal distortions are generally detectable due to the chroniton and gravimetric disturbances they create, however brief. This includes the appearance of time travelers and the formation of temporal phenomena like rifts. Temporal distortions can cause disruptions in the normal space-time relationships, such as the warp field and gravimetric interactions that trapped the *U.S.S. Enterprise*-D and a Romulan warbird in a pocket of extremely slowed time. It was possible to reverse the flow of time briefly within the pocket before returning both ships to normal space-time.

A photon torpedo explosion in 2344 near the *Enterprise*-C created a temporal rift, sending that ship some twenty-two years into the future. The rift remained stable long enough for the *Enterprise* to return to its original time. Federation timeships from the 29th century use artificial temporal rifts as a means of travel. The Borg likewise created a temporal vortex using chronometric technology to travel into Earth's past.

The prime difficulty in using a temporal rift for time travel lies in calculating the precise formation of a rift between two specific time periods. Advanced mathematical calculations are required in order to "target" a specific period of time, and the precision is still limited. The Federation Timefleet of the 29th century has considerably finer control over temporal rifts.

TEMPORAL CAUSALITY LOOPS

A temporal causality loop or "time loop" is a localized disruption in the space-time continuum in which a particular fragment of time is repeated over and over again. Minor variations are possible in successive iterations of a time loop, but a major disruption in the sequence of events is required to break the recursive nature of the loop, returning everything inside it to normal space-time.

This is difficult, since those trapped within a temporal causality loop have no awareness they are trapped. To their point of view, events are happening for the first time no matter how many times the loop repeats. Over a successive number of iterations, some individuals may experience feelings of *déjà vu* due to impressions the loop leaves in subspace.

Temporal loops, like other temporal phenomena, may form in the presence of high-energy interactions near an active warp field. The *U.S.S. Enterprise*-D encountered at least two temporal loops caused by the destruction of the ship's matter-antimatter drive. In one case, the blast flung an *Enterprise* shuttlepod some eleven hours back in time, where it encountered an earlier version of the *Enterprise*. The time loop was broken when Captain Picard chose a course of action different from the one that started the loop. Likewise, when the Federation starship *U.S.S. Bozeman* passed through a temporal rift and collided with the *Enterprise*, it created a time loop where the two starships collided over and over again. The *Enterprise* crew used dekyon-positron interaction transmissions to warn their past selves, breaking the loop and returning both ships to normal space-time.

TEMPORAL NARCOSIS

Exposure to temporal distortions such as rifts or pockets of distorted space-time can have a deleterious effect on the humanoid nervous system, leading to delirium, hallucinations, erratic behavior, and even psychosis. The *U.S.S. Defiant* vanished into a space-time interphase in 2268, and the effects of temporal narcosis caused the crewmembers to turn against each other in a murderous paranoia. The *U.S.S. Enterprise* suffered similar effects from the narcosis.

It is possible to protect against the effects of temporal narcosis using a carefully adjusted subspace field, but this provides only temporary protection; long-term exposure to temporal distortions eventually results in narcosis effects. The Tholians seem immune to the effects of temporal narcosis, theoretically because of their unusual physiology. Transtemporal species also appear immune to temporal narcosis, due to differences in physiology required to exist outside linear time.

TEMPORAL FLUX

In temporal flux, matter or energy shifts from one state of temporal energy flux to another, effectively phasing outside of normal space-time. Objects in a state of temporal flux shift along the X axis of time, moving backward and forward along the same timeline. Objects in a state of quantum flux can also shift along the Y and Z temporal axes, shifting between parallel timelines (see Chapter Three for more information). An object can be placed in a state of temporal flux through exposure to certain temporal phenomena like chroniton particles, as well as high-energy warp fields. A controlled temporal flux allows energy and matter to move through space-time to a specific destination point.

Temporal flux interferes with the normal operation of many technologies: Transporters cannot lock on to objects in a state of flux, and normal shields cannot affect them. The Krenim use this principle to create chroniton torpedoes, weapons in a state of temporal flux that can penetrate normal shields.

TIMESTREAMS

Timestreams are temporal inversion folds in the space-time matrix that weave throughout the galaxy and are apparently home to intelligent lifeforms. Timestreams are virtually undetectable using conventional tech-

SLEEPER SHIP SEEDS

A Crew encountering a sleeper ship can find visitors from the past on board, such as when the *Enterprise-D* discovered an ancient space capsule containing people in cryogenic freeze in the *Star Trek: The Next Generation* episode "The Neutral Zone." Not all such travelers are peaceful. Some sleeper ships hold criminals or exiles, such as Khan and his followers from the *Star Trek* episode "Space Seed." A sleeper ship could hold Andorian colonists, Klingon political exiles, or survivors of any number of 20th- and 21st-century Earth splinter cultures. Of course, passengers in cryogenic stasis might be carriers of a deadly plague, or find their biochemistries altered by faulty life-support machinery.

Clever Crews stranded in the past can use stasis as a simple means of reaching the future. They only have to trust that nothing happens to them in the intervening time!

nology, but intersection with a timestream can throw objects inside a warp field into a state of temporal or quantum flux, shifting them through time or parallel timelines. In the *Voyager* episode "Non-Sequitur," Harry Kim encounters one such timestream.

Time Travel Techniques

There are a number of known time-travel techniques, involving either the creation of a temporal rift of some sort or inducing a state of temporal flux in the subject. The techniques known to the Federation in the 23rd and 24th centuries are still fairly crude in many respects, requiring vast amounts of energy, with only limited accuracy in "hitting" a desired target time. Understanding of the nature of time is increasing and, apparently, the Federation will (or may) possess far more efficient time-travel technology in the centuries to come, if the ships of the 29th-century Federation Timefleet are any indication.

STASIS

Perhaps the simplest means of "time travel" is a form of stasis or suspended animation, allowing individuals to "travel into the future," at least from their perspective. One moment, they are placed in stasis, and they awaken years, centuries, even millennia later. The prime limitations to stasis are that misfortune can befall the "time travelers" while they are unaware, and that this form of time travel is strictly one-way, into the future.

People enter stasis for many reasons other than a desire to see the future. The most common situation was the "sleeper ships" used by prewarp civ-

EPISODE SEED: BEFORE THE BORG

The Crew's starship has never faced the Borg before, but while on an exploratory mission in a previously uncharted system, a Borg cube drops out of warp and targets the Crew's vessel. The Borg approach the ship with a highly unusual mixture of hostility and reverence, perhaps even tinged with fear. The Borg cube launches hundreds of fighters at the Federation ship, and the only way to get up to speed quickly seems to be a slingshot around the local sun. That, of course, launches the Crew back in time thousands of years.

Thousands of years in the past, the Crew encounters a vessel manned by what can only be termed proto-Borg. These cyborgs are not nearly as hostile and expansionistic as they will later become, though they do have a number of different organic species mixed into their "gene pool," and they suggest that the Crewmembers and their ship would make excellent additions to the Collective. The Crew can turn this offer down without bringing hostilities against them, if they are careful; if they are not careful, well, these Borg aren't the Borg of Wolf 359. They can be defeated. However, the Crew should be savvy enough to realize that they cannot take this chance to destroy the Borg once and for all; doing so would certainly unravel Federation history since Wolf 359, and might have far worse repercussions.

The Crew will likely get a chance to explore the Borg computer system and/or examine an individual Borg. Enterprising Crewmembers may even wish to leave some low-level directives in the Borg core programming. Eventually the Crew will be able to return to the present day; they will be able to exploit a weakness in the historical core of the Borg computer system that persists to the present day, or perhaps the directives that they placed into the Borg collective unconscious remain present in an echo to modern times. Should the Crew introduce or discover Borg weaknesses and bring them to Starfleet's attention, they may find themselves in the uncomfortable position of receiving a commendation from Starfleet while simultaneously facing a DTI investigation.

SLINGSHOT MECHANICS

In game terms, the slingshot effect requires several skill tests. One person, or multiple crewmembers, can make these tests. The first is a Difficult (13) Physical Sciences (Physics) test, followed by a Difficult (13) Physical Sciences (Astrogation) test. This plots the ship's course toward the target star. This is followed by a Challenging (10) Shipboard Systems (Flight Control) test. A failure on any test means the slingshot effect fails to send the ship into timewarp, but has no other effect. Depending on the degree of failure, the ship may take damage—even a successful slingshot passage might do as many as 20 points of structural and stress damage to the ship, and a good rule of thumb (unless the Narrator has a specific dramatic malfunction in mind) is 15 or so additional points for every point under the needed difficulty. (Dramatic successes, of course, can give the ship a safer, smoother passage.) A dramatic failure results in serious damage to the ship (most likely a burn-out of the warp drive), or in the ship entering timewarp but with an incorrect vector, sending the ship far off course and missing the target time by any amount the Narrator wishes (anywhere from years to millennia). The same set of tests is required for a slingshot effect to return the ship to its original time.

Narrators looking to add drama to the slingshot effect can require the Crew to repair damage to the ship caused by the initial time trip in order to return home. For example, in *Star Trek IV: The Voyage Home*, the crew needed to find a means of recrystalizing the dilithium matrix of their borrowed Klingon ship in order to have the power needed for the trip back to the 23rd century.

ilizations (including Earth) to suspend crews for long journeys through space, which could take centuries at sublight speeds. While some sleeper ships reached their destinations, others went off course and ended up adrift in the far reaches of space. Cryogenic stasis was also used as a means of preserving critically ill or injured people until medical science could cure what ailed them.

Stasis can also occur in other ways. A temporal distortion can create an area where time moves more slowly, so slowly it appears not to move at all from an outside perspective. To those inside the altered time field, centuries may pass in the blink of an eye. When they emerge from the time distortion, they find themselves in the future.

Technology such as a transporter can (if modified ingeniously and dangerously) suspend an individual's pattern in stasis for a prolonged period of time. Starfleet engineer Montgomery Scott managed to survive for seventy-five years in this way after his ship crashed on the surface of a Dyson sphere.

THE SLINGSHOT EFFECT

The first time-travel method discovered by the Federation, the so-called "slingshot effect," involves the interaction of the gravitation of a large celestial body (a star) with the warp field of a starship moving at high warp velocity. The ship approaches close to the star at high warp, using the star's gravitational field to provide additional velocity. The vessel sweeps past the star and arcs back out into space. If properly calculated and executed, the maneuver creates a momentary temporal rift, sending the ship into a time warp. A miscalculation can result in the starship breaking up from the iner-

TIME TRANSPORT MECHANICS

Setting up a temporal transporter requires the presence of a strong chroniton field (difficult to achieve unless the Crew has access to a source of chronitons). If the conditions are right (and the Narrators permits) a Nearly Impossible (16) Systems Engineering (Transporter Systems) test can modify a transporter to function in temporal mode. A Challenging (10) Shipboard Systems (Transporter) test is required to beam the target to the correct time, or to beam subjects back from the past. The subjects must have some type of temporal transponder for the transporter to lock on to their signal. Rigging up a transponder is a Challenging (10) Systems Engineering (Communications) test.

In the 29th century, the Federation Timefleet has perfected temporal transporting. Its transporter systems include chroniton generators, allowing individuals to beam through time as well as space at will. Such temporal transporters require normal Shipboard Systems tests to operate, although the difficulty should be at least Challenging for someone from an earlier era, and Nearly Impossible for characters without the Shipboard Systems skill.

Even in the 29th century, characters can only tolerate a limited number of multiple time transports within a twenty-four hour period (exceeding the character's Fitness) without suffering the effects of temporal narcosis (see page 13).

tial stress or, worse, flying too close to the star and unable to break its gravitational pull, resulting in the ship burning up. Even if the ship survives, time travel with the slingshot effect may be off by hours, days, or even years.

Only starships capable of high warp velocities (warp 6 and higher) can perform the slingshot effect at all. The better a ship's warp drive, the more capable it is of executing the maneuver. The effect places considerable stress on the vessel's superstructure and integrity fields, so ships suffering from damage are ill-advised to attempt it.

TEMPORAL TRANSPORTING

An energized chroniton field, applied to the annual confinement beam of a transporter, can deflect the beam's normal subspace course, sending the contents of the beam through time as well as space. Thus far, such transports

EPISODE SEED: THE SIPHON

The Crew receives a distress signal from a nearby Starfleet vessel engaged in battle with an enemy vessel (Klingons, Romulans, or whatever is appropriate to the era and location of your series). Hurrying to respond, they arrive in time to see both ships, crippled almost beyond repair, collide in a violent explosion, buffeting the Crew in waves of debris and destructive energies. After a nasty shock and the deck tilting sickeningly beneath their feet, the Crew can take stock of what has happened.

Both of the engaged vessels are destroyed, and little is left over for analysis. The circumstances that led to the fight remain unclear. The Crew's own vessel has sustained superficial damage that can be repaired easily in a day or two, plus one additional problem: Curious forms of apparently harmless radiant energies are detectable moving throughout the ship, and *changes* begin occurring. Crewmembers begin vanishing. Technology is subtly altered. Control panels and computer displays begin displaying in unusual formats, and soon parts of the ship can't communicate properly with other parts. Entire bays and sections begin morphing into those of a vessel similar to that the Crew is used to, but dramatically more advanced.

The mutual antimatter annihilation of the two fighting starships has ripped a hole in time, creating a transtemporal *siphon*, a link between the present and the future--or at least one possible future. At some point a hundred years from now, a ship similar to the one the Crew serves on is being partially exchanged with the Crew's own vessel, but more seems to be flowing *forward* than backward in time. Technology and people alike are being lost to the future--but only hardware is returning to replace what is lost.

Before much can be divined about the nature of the time siphon, the Crew gets unpleasant company in the form of two vessels belonging to the threat race that was involved in the fateful battle that began the trouble. Arriving too late to heed the distress call of their comrades, they are angry and eager for battle. Furthermore, they are armed with an experimental and astonishingly powerful weapon--a prototype they're anxious to test out on the Crew's own ship.

The Crewmembers must walk a tricky line. If they're clever, they can use technology and even "historical" computer information that they're gaining from the future to win a decisive edge over their attackers (it's nice when you can just call up a schematic of the enemy's secret weapon and find out all the flaws in its design!)--and the Narrator should tempt them to do exactly that. But the more of the future that the Crew depends on, the more they seem to get. And somewhere a century from now, there is a ship gaining people by the minute, and losing the life-support technology necessary to support them.

Ultimately, the siphon can be reversed only by plunging headfirst into it, setting a course for the distant future, which will cause the ships at either end to "snap free" into separate entities once again. But once the Crewmembers are in the future, they'll have to get back safely--and what if the captain of the ship they were connected to insists that, according to history in *his* time, they were never heard from again, and aren't *allowed* to go home?

RIFT MECHANICS

The main deflector of most Federation ships can be configured to project a beam of the correct energy to open a rift with a Difficult (14) Systems Engineering (Deflectors) test. A Difficult (13) Shipboard Systems (Sensors) is required to calculate the precise frequency and particle density to open the rift, and a Difficult (13) Physical Sciences (Physics) test targets the rift at the correct destination. A failure on the Shipboard Systems test means the rift does not open (or opens *too* much on a dramatic failure). A failure on the Physical Sciences test means the rift is off target by some amount determined by the Narrator. A dramatic failure leads to an unstable rift, which can cause nearly any temporal distortion or problem the Narrator can think up. Trapping the ship in a time loop is a good choice.

Naturally occurring rifts may connect any two points, as needed for the story. A natural temporal rift remains open for a variable period of time, determined by the Narrator. A Challenging (9) Physical Sciences (Temporal Physics) test can determine roughly (within plus or minus twenty percent) how long the rift will remain open. A Routine (5) Shipboard Systems (Sensors) test detects when the rift is beginning to close a process that takes anywhere from a few seconds to a few minutes. A ship can theoretically maintain an artificial temporal rift indefinitely, but temporal distortions will tend to accumulate the longer the rift is kept open, and the energy drain on a ship's systems can be enormous (opening and maintaining a rift takes double the Power that projecting the shields requires normally). Narrators are encouraged to use these consequences to encourage the Crew not to maintain temporal rifts for any longer than absolutely necessary. Once no longer supported, an artificial rift closes quickly.

have happened only by accident, such as with the *U.S.S. Defiant* suffering a chroniton build-up in its armor matrix from the operation of the ship's cloaking device. This deflected a transporter beam from the *Defiant* some 350 years into the past, depositing three members of the crew in the early 21st century.

The atavachron, developed by the inhabitants of Sarpeidon, may have utilized temporal transport. The device transferred subjects into the planet's past, simultaneously altering their cell structures (and RNA quantum signatures) to allow them to survive in the chosen era but making it impossible for them to return to the present without reversing the process. Unfortunately, the atavachron was destroyed along with the Sarpeidon civilization when its sun, Beta Niobe, went nova in 2269. The Sarpeidons knew that the nova was coming and used their technology to escape the disaster by traveling into the past.

TEMPORAL RIFTS

Temporal rifts, natural or artificial, are a common means of travel through time. A ship encountering a temporal rift may pass through it unaware, although it is more likely the ship's sensors will detect the rift long before the ship enters it. Some rifts resemble Kerr loops of superstring material with no discernible event horizon, often radiating on odd subspace frequencies. High-energy interactions in the presence of a ship's warp field can also cause the formation of a temporal rift, or other anomalies like time loops and temporal distortions. These include weapon discharges, warp-core breaches, and contact with certain stellar phenomena (cosmic strings, quantum filaments, black holes, etc.).

A temporal rift generally connects two points in space-time, one of which is usually the present. Natural rifts can shift their entrance and exit points without warning, although as a general rule they remain stable for a period of hours. Creating a temporal rift deliberately requires the projection of exotic particles like chronitons, an inverse tachyon beam, or a concentrated subspace graviton beam. The Devidians actually use ophidian lifeforms to create temporal rifts, when stimulated with the proper energy frequencies. Artificial rifts generally connect two specific points in space-time, although not always under the control of their creator. Advanced technology and computational abilities are required to "target" a temporal rift precisely. Federation technology is somewhat limited in this area, at least in the 24th century. By the 29th century, the Federation Timefleet creates and uses temporal rifts as easily as Starfleet creates and uses warp fields.

SOME CHARTED RIFTS

ANDORIAN WORMHOLE REMNANT

The Andorian wormhole nearly destroyed Andorian civilization, and prevented Andorian space travel for generations. Its collapse led to vastly increased ion storm activity in the system, and even now the Andorian Defense Force diverts ship traffic around the ion-plasma field left after the wormhole closed in 2069. The Andorian Astronomical Survey maintains a

3742 B.C.: Bajoran First Republic falls, beginning of *Tolan Hespirel* (Tolan interregnum). Bajor balkanized.

3730 B.C.: Goist theocracy unifies Palmas.

3600 B.C.: Most First Federation ships destroyed in the Gorn cataclysm. First Federation enters its long, slow decline.

3500 B.C.: Several humans are taken from Earth by an unknown group of aliens, in order that their descendants might be trained to return to Earth covertly to ensure its survival.

3000 B.C.: Aldean Progenitors withdraw from galactic civilization, leaving Aldea as a legendary paradise.

2972 B.C.: Second Hebitian Period begins on Cardassia.

2701 B.C.: Bajoran Second Republic founded.

2500 B.C.: Apollo and the other "Greek gods" (a group of

network of sensors and a manned monitoring station to observe the remnant at all times. Wormholes in general are dangerous "weak spots" in the time-space fabric, considerably increasing the likelihood of circumstances conducive to time travel. A similar wormhole remnant exists in Vulcan's system, a relic of the passage used by Romulan attackers during the war of 1270–1370.

Bajoran Wormhole

Although there is no direct rift in the sector surrounding the wormhole and space station Deep Space 9, the distortions created by the wormhole's existence and passage cause chroniton energies to fluctuate wildly and build up in ships and personnel nearby. The so-called Badlands plasma field along the Cardassian border may, according to some theorists, be the result of the Bajoran wormhole's construction.

Chaltok IV

The site of a devastating polaric ion detonation, this Romulan colony world may now have at least one temporal rift either in its orbital path or even within the planetary atmosphere. Careful DTI analysis of smuggled Romulan scientific journals leads Starfleet to speculate that the Romulans have at least one fully charted rift, with more than one potential "destination" in the past. (Another possible rift might lie at the Hellaro Corva black hole in the Venturius Sector near the Neutral Zone.) The Romulan Empire does not respond to queries on the subject.

Halkan System

Heavily wracked by ion storms produced by the energetic Halkan sun, the Halkan system (especially within the orbit of the main planet) is an area of extraordinarily low subspace field density. Temporal or even dimensional rifts (such as quantum fissures) may appear here without warning, or ion storms simply alter the quantum signature of ships or personnel in the system.

Rigel XIII Anomaly

A rotating Mœbius-configuration superstring lies approximately 100 million miles above the south pole of the Class J gas giant (almost a "brown dwarf" substar) Rigel XIII. Current Federation theory holds that this anomaly was constructed by some unknown ancient race. Normally quiescent, it flares up during periods of extraordinary

TEMPORAL FLUX IN THE GAME

In game play, temporal flux should remain in the realm of advanced alien artifacts and accidental encounters with temporal phenomena which cause one or more members of the Crew to become "unstuck in time." A character affected by temporal flux can be detected with a Moderate (8) Personal Equipment (Tricorder) test, and arranging a technological solution to the character's problem of shifting through time should be Difficult, at best.

sunspot activity on Rigel B. Fortunately, the anomaly lies well away from heavily used routes in the Rigel system.

Starbase 200 Derelict

Starbase 200, abandoned in 2305 after a series of reactor, life-support, and other system failures, lies on the edge of a "shadow nebula" composed of intensely luminous dekyon clouds and other, unknown energies. Antimatter functions cluster at other probability nexi, making warp travel and even ship's power unreliable throughout this ten or twelve light-year span. Federation ships nearby have reported heavy bursts of both chroniton and antichroniton energy from a point within the shadow corresponding roughly to a small, rocky planet.

Typhon Expanse Loop

The temporal loop in the Typhon Expanse swallowed the *U.S.S. Bozeman* in 2278, and nearly destroyed both it and the *U.S.S. Enterprise*-D in 2368. Although the *Enterprise-D* freed both ships, the uncertain conditions under which the *Bozeman* entered the loop in the first place may make the Typhon Expanse a likely site for similar rifts in the future. The especially subtle nature of this particular loop would make it a particularly dangerous phenomenon, should it recur.

TEMPORAL FLUX

By inducing a state of temporal flux in a subject, it is possible to move that subject through time. Like other methods of time travel, the temporal flux must be precisely calibrated and controlled to send the subject to the correct time, otherwise the subject is likely to shift through time at random.

Temporal flux is generally the most difficult and dangerous form of time travel, although artifacts like the Bajoran Orb of Time use it, leading Federation scientists to speculate that it may be the most efficient means of time travel, once the techniques to use it are fully understood. Even in the 29th century it is clear that temporal flux is not the preferred mode of time travel, since Federation timeships use temporal rift drives. Proper use of temporal flux may be the domain of Tech Level Seven or Eight cultures.

PSIONIC TIME TRAVEL MECHANICS

Psionic time travel in the *Star Trek* game should be limited to powerful and enigmatic alien beings like the Q, and the occasional temporal accident, unless the Narrator wants to run a unique series where all members of the Crew are capable of travel through time. Temporal projection (putting the Crew's minds into the bodies of people in the past or future, perhaps even their own past or future selves) can be an interesting basis for an episode or two, such as Kes' experience in the *Voyager* episode "Before and After."

PSIONIC TIME TRAVEL

It is at least theoretically possible to manipulate chroniton particles psionically, using them to create temporal rifts or induce a state of temporal flux in order to travel through time. In fact, this may be the means used by extremely advanced lifeforms such as the Q to manipulate time. It is equally possible that the Q are capable of creating pocket universes or entire new timelines (such as the "antitime future" experienced by Captain Picard in 2370) rather than traveling in time at all. Although psionically gifted Federation species like the Vulcans have studied the concept of psionic time travel, few controlled working abilities have developed thus far—the closest being the mad mutant Maltanar Iabbo of Betazed (see "The Iabbo Incursion," page 41). Some scientists speculate that the stable psionic manipulation of space-time may be beyond the capabilities of corporeal lifeforms.

One variant on psionic time travel is called "temporal projection." It involves sending only the consciousness through time, leaving the traveler's body (if any) behind. The Federation has encountered cases of disembodied intelligences claiming to be from other time periods, possessing or inhabiting physical bodies in the present time period. Individuals in a state of temporal flux often report visions or experiences of being present in their own or another person's body in another time. These visions may be a form of precognition or postcognition, or they may be actual mental time travel.

powerful aliens) visit Earth.

855 B.C.: Destruction of Deviarm aborts early Vulcan warlord space program.

800 B.C.: The galactic core civilization of the Sreela plants its most distant colony at Heret IV. Axanan develop first nation states.

776 B.C.: Apollo and the other "Greek gods" depart Earth for Pollux IV.

600 B.C.: Rikaal infestation on Vulcan defeated by Sajik. On Andoria, Ankord of Ionava unites western Voral, beginning the *Kieloth*, the Andorian "medieval" period.

400 B.C.: Parmen of Sahndara and his people sojourn on Earth, become greatly influenced by Platonian philosophy.

323 B.C.: Conquests of Alexander the Great on Earth end.

200 B.C.: Sahndaran Platonians leave Earth.

EPISODE AND SERIES SEEDS: VULCAN IN ANTIQUITY

The violent and dramatic past of Vulcan makes a natural setting for roleplaying adventure. (For details, see *The Way of Kolinahr*.) The Narrator can justify almost anything he wishes as part of the background: psionic mindlords, lost cities, deadly beasts, feudal intrigue, bloody warfare, or anything in between. With its many dark ages, brief psionic empires, lost marvels of supertechnology cloaked in religious symbolism, and its highly intelligent, powerfully dangerous people, ancient Vulcan can hold anything and everything that makes a story come alive.

One way to involve the Crew in such a story is the traditional time rift. Such a rift could occur anywhere in space; the ancient Vulcan legends of flying gods could recall a time of Iconian contact, and a time portal in an Iconian ruin could catapult an unwary away team not just thousands of light-years, but also millennia, distant. One dramatic place for such a time gate would be some frozen ruin orbiting long-dimmed 40 Eridani C, Vulcan's distant third sun. Or the Crew's starship might have to use the slingshot effect to follow a Borg time sphere on a hyperbolic arc into the Vulcan system. The Crewmembers must fight suspicious Vulcan warriors to find a Borg supersoldier and prevent it from killing Surak. If they fail, Vulcan becomes a cruel, star-spanning empire—or a deserted wasteland killed by its final wars.

If only an away team is in Vulcan's past, the first goal is to survive. Pre-Awakening Vulcans, although barbaric, are not necessarily barbarians. In the time of Sudoc, Vulcans had powerful psionic technologies and generation-capable starship designs. A phaser or a communicator would be seen as a useful weapon, not as a divine emblem. If the episode takes place in one of Vulcan's numerous dark ages, the Crew will have more leverage against the ancients, but less chance of finding a time gate back to the 24th century. A remote monastery or a ruined city where *k'karee* (and perhaps even less pleasant things) lurk might hold the only hope of a mental artifact capable of flinging the Crew back to its proper place and time.

If the Crew's entire starship shows up in Vulcan's skies, the Vulcans will almost certainly detect it (either psionically, technologically, or both). It will immediately become a tempting target for mindlords, warlords, and mad Vulcan scientists—none of whom will hesitate to take hostages, lie, kill, or do anything else that will lead them to the greatest prize in all time. Keeping the ship safe while not changing Vulcan history but still accomplishing the mission will be quite a dual challenge. Present-day Vulcans in their planet's past should keep in mind the effect of time travel to un-Awakened Vulcan (see "Mind Preservation," page 70). This should make roleplaying interesting for Vulcan player characters.

The final way to Narrate episodes set in the Vulcan past is to set an entire series there. This would resemble high-fantasy roleplaying more than science fiction, with psionic powers and mysterious monks standing in for magic, along with legendary lost technologies hidden away in the ruins. Proud, leather-clad warlords drive *sehlat*-pulled chariots, raising clouds of dust on the plains outside ShirKahr. Young bucks battle with *lirpa* and *ahn-woon* in the streets, laughing thieves and rogues plot to steal the holy *kosjen* crystals from Mount Seleya, and grim Vulcan Masters seek to harness telekinesis or the legendary *Tal-farr* art of boiling an enemy's blood in his veins. All the color of sword-and-sorcery (well, *trillpa*-and-telepathy) are only three millennia (or a quick jaunt to the holodeck) away. Live long ago, and prosper.

ARTIFACTS

Starfleet and the Federation have encountered a number of artifacts of advanced alien technology capable of travel through time, including the Guardian of Forever and the Bajoran Orb of Time. All such artifacts are considered extremely dangerous and are under careful observation and study by Federation scientists. Scholars speculate that the Iconian civilization may have possessed the secret of time travel in additional to their spatial gates, but no direct evidence to support the theory has yet been uncovered.

The Guardian of Forever

The location of the artifact known as the Guardian of Forever is carefully classified by order of Starfleet Command and the Federation Council. It is on a planet in Federation space containing the ruins of a civilization that existed at least five billion years ago. Starfleet vessels carefully patrol the region and keep other ships away from the planet, which is officially quarantined by the Federation.

The Guardian itself is a rough-hewn torus of stonelike material about three meters in diameter. It is completely impervious to all known scanning techniques, and apparently invulnerable to harm. It is also sentient, capable of communicating verbally, although its programming is so advanced it is often difficult to understand. It willingly answers questions, but often responds in riddles or apparent nonsense. For example, when asked who created it, the Guardian responds, "I am my own beginning and my own end."

GUARDING FOREVER

Narrators can best use artifacts such as these as plot devices in time-travel stories. They are beyond the understanding (and control) of humans at their present state of development. The artifact can work as well (and as often) as needed for the demands of the story, but can break down or develop problems whenever the Narrator needs to deprive the Crew of its ability to travel through time.

Also keep in mind that the Federation and Starfleet consider artifacts such as these extremely dangerous and best kept out of the hands of anyone except in times of dire necessity. Starfleet Crewmembers are unlikely to know the Guardian of Forever even exists unless they have very high levels of security clearance and a need to know. Likewise, the Orb of Time is considered a sacred object by the Bajorans, so they're not likely to allow just anyone to "borrow" it. The Narrator should impose similar restrictions on any other time-traveling artifacts that turn up during the series.

The Guardian is capable of creating portals into other time periods on request, and apparently does so for anyone who asks it. The portal can be used as a viewer to look into the past or future, or one can actually step through it and enter that time period. The Guardian can return travelers after a predetermined time or event has passed, either in the traveler's own experience or the present time. As far as is known, the Guardian serves only as a portal through time, not into parallel timelines or other dimensions.

The Federation considers even the existence of the Guardian of Forever a secret. Scientists have studied it since its discovery in 2267, but the work proceeds slowly due to the Guardian's enigmatic nature and the Federation's extreme caution in dealing with it. Although the Guardian presents tremendous opportunities for historical research, it is considered too risky, for fear of inadvertently altering the past. The first time the Guardian was used, it resulted in the elimination of the Federation's entire existence. Only quick action by a few remaining Starfleet officers undid the damage. Meeting in secret session, the Federation Council banned all use of the artifact except in cases of extreme emergency. Agents of the Department of Temporal Investigations are stationed on the Guardian's planet to ensure this directive is followed. Whether or not the DTI has used the Guardian in just such an "extreme emergency" remains unknown.

1.6 B.C.: Essential unification of Agoria by the One Empire complete.

0 B.C.: Khrysaros of Betazed grants the Holy Rings to Rixx.

121: Warring states on Alpha Centauri IV consume the Caladia stadium for the First Caladian Games, leading to the formation of the Srelaven Alliance.

212: On Vulcan, Sudoc takes power in Raleyi.

The Orb of Time

One of the sacred Bajoran Orbs, the Orb of Time is an hourglass-shaped construct of energy created by the lifeforms inhabiting the Bajoran wormhole, known to the Bajorans as the Prophets. All the orbs exhibit a transtemporal nature similar to their creators, who live outside linear time. The Orb of Time in particular shows connections to temporal phenomena. Where the other Orbs can show visions of the future, the Orb of Time actually permits physical travel through time.

Using the Orb to time travel requires mental discipline and focus. The user need only visualize the desired point in space-time and focus on the Orb, which projects a field of chroniton particles, causing the user (and any nearby matter desired) to enter a state of temporal flux and shift through time. Like the other Orbs, the Orb of Time seems to have its own particular awareness and functions at its own whim. Cardassian scientists studied the Orb for years, but were unable to learn anything useful about it, much less make it function.

However, uses of the Orb do not necessarily have to be "moral" or "right" in a conventional sense. The Cardassian government returned the Orb of Time to the Bajoran people in 2373. On the trip back to Bajor Sector, former Klingon agent Arne Darvin used the Orb to take the *U.S.S. Defiant* back to the year 2268 so he could kill Captain James T. Kirk. Darvin was apprehended and returned to 2373. The Orb remains in Bajoran custody.

Parallels

In Chapter One we discussed the existence, and possible alteration, of a single timeline. There are also a potentially infinite number of other timelines, parallel to our own in six-dimensional space-time. Each of these timelines is a separate universe with its own history. Some parallels duplicate our own universe so closely it is nearly impossible to tell them apart. Others differ greatly in historical events: parallels where the Romulans conquered the Vulcans, or the Vulcan culture of logic never developed; parallels where the Borg conquered and assimilated the whole of the galaxy; universes where the Federation and the Klingon Empire fight wars lasting centuries. Some parallels may be so different from our own that it is impossible to visit them, as their physical laws differ so much that humanoid life cannot even exist there.

Compared to Federation knowledge of linear time, knowledge of parallel timelines is fairly slim. It is far more difficult to "jump" from one timeline to another than it is to travel

250: The tribes of planet 892-IV's Roman culture can trace their lineage to approximately this time.

258: Beginning of the Vulcan "Last War" between Jaleyd and Shirkahr.

279: Birth of Surak.

312: Awakening of Surak.

319–396: Surak founds the Way of Kolinahr, blending the doctrines of Surak and of the Kolinahru mindlords; teaches on Mount Kolinahr.

322: Martyrdom of S'vec.

331: End of the Last War with the death of Sudoc.

369: Romulan diaspora: proto-Romulans leave Vulcan under Tellus.

372: In the Gamma Quadrant, the shapeshifters that would become known as the Founders of the Dominion rise, bigotry and genocide to

along a single timeline. Each timeline has its own quantum signature, a separate vibrational plane of existence. Certain subspace technologies can form a "bridge" from one parallel to another.

Each parallel timeline appears completely separate from all others; changes in one timeline do not affect others. So it is possible to change the history of one timeline without affecting other timelines. Theoretically, it may be possible to "match" two timelines so closely that they merge, becoming a single timeline. There is no means of testing this hypothesis, so it remains only a theory.

There is also a question of whether or not it is possible to "create" a parallel timeline. Since parallels appear to be formed by the nature of the fifth and sixth dimensions of time, it is accurate to say that all potential timelines "already" exist. In effect, new parallels are "created" at every possible quantum juncture, hence *any* choice can lead to the existence of a parallel. Thus, the question of whether or not one can be created "intentionally" is largely academic.

Quantum Phenomena

The key to the existence of parallel timelines is quantum resonance. Quantum theory states that every possible outcome of any event is potentially "real" until the event actually comes to pass. An infinite field of probabilities lies along the Y and Z axes of time, with timelines running along the X axis, connecting events in a chain of causality based on their quantum charge or resonance. This gives rise to a potentially infinite number of parallel timelines, coexisting in space but separated in time.

QUANTUM SIGNATURES

Each timeline has its own unique quantum matrix, or "signature," a particular sort of vibration, measurable on the subatomic level. In lifeforms, the quantum signature is most easily detected on the RNA level. A Moderate (7) Personal Equipment (Tricorder) test is sufficient to scan the quantum matrix of an object, determining whether or not it is native to the timeline. It is possible to determine the

FUN WITH QUANTA

Narrators can use the quantum phenomena in this section as plot devices for many different stories. An unexpected encounter with a quantum singularity or a fissure can catapult the Crew into a parallel timeline, or even send it shifting through multiple parallel timelines. This can form the basis for an interesting episode, or even a miniseries, wherein the Crewmembers try to figure out how to stabilize the quantum flux so they can return to their own timeline.

For a truly offbeat series, the Narrator can have an encounter with a particularly large or powerful quantum phenomenon put the Crew and its ship in a state of quantum flux that sends them out of their own timeline *permanently*. The Crewmembers wander from one timeline to another, seeking a way of restoring their original quantum signatures (something considered impossible according to Federation science) and returning home. Along the way they visit numerous parallel timelines and have adventures, a multidimensional variation on the theme of *Star Trek: Voyager*. Perhaps the Crew encounters some timeline-hopping aliens along the way. Are they helpful, or (more likely) invaders bent on conquering other timelines?

object's timeline of origin only if the tricorder has a previous reading of the same resonance signature; otherwise the character can determine only whether or not the object "belongs" in the current timeline. It is impossible to alter or disguise an object's quantum signature using Level Six technology, although it may be possible for more advanced cultures.

QUANTUM FLUX

Certain high-energy subspace phenomena can place an object in a state of quantum flux, making it unable to remain fixed in a single timeline. Objects in quantum flux shift between timelines based on the frequency of the flux. Quantum flux permits travel between parallel timelines, a dangerous and difficult to control process. Extreme quantum flux interferes with the operation of many forms of subspace technology, including warp fields and transporters.

QUANTUM FISSURES

A quantum fissure is similar to a temporal rift (page 17), with an extended dimension along the Y and Z axes of time. It is a fixed point in space-time connecting multiple parallel timelines. Exposure to warp fields and other high-energy subspace interactions can place nearby matter and energy in a state of quantum flux. It can also cause a quantum fissure to destabilize, breaking down the barriers between parallel timelines and allowing them to "spill over" into each other. The *U.S.S. Enterprise*-D encountered one such quantum fissure in 2370 between Forcas III and the Argus Array. A power surge on board the ship caused the fissure to destabilize, allowing some 285,000 other parallel timelines to come into contact with our own. The crew used a broad-spectrum warp field to seal the fissure safely.

QUANTUM SINGULARITIES

A quantum singularity is a point of incredibly dense gravity caused by the collapse of a neutron star, so powerful neither light nor normal matter can escape from its pull. Singularities emit powerful waves of graviton particles, causing "bends" in local space-time, leading to the emission of chronitons and tetryon particles, which may interact with subspace fields in unusual ways. Romulan starships use forced quantum singularities as a power source, rather than matter-antimatter engines.

Encounters with quantum singularities have been known to place objects in a state of temporal or quantum flux, particularly in conjunction with subspace fields. A 2369 encounter between the *U.S.S. Enterprise*-D and a Romulan warbird led to a warp-core breach on board the Enterprise. The combination of the warp breach and the flux of the warbird's artificial quantum singularity drive caused a temporal distortion where time greatly slowed around both vessels. Starfleet officers were able to reverse the distortion, undoing the damage to both ships, before the distortion collapsed.

In 2371, a Romulan warbird's singularity drive interacted with delta-series radioisotopes in Chief Miles O'Brien aboard Deep Space 9, causing O'Brien to shift through time and allowing him to prevent the destruction of the station he foresaw in the future.

Getting There is Half the Fun

Travel between parallel timelines is accomplished using quantum flux, shifting an object's flux to match the frequency of the desired timeline. This is difficult since there is no known way of determining a parallel's exact quantum flux without visiting it first. Therefore, all the timelines known to Federation science were first visited by accident. Exploring new timelines is a difficult and dangerous business, since explorers have to go to the timeline having no idea what may await them there. For this reason, Starfleet and the Federation Council consider the exploration of other timelines a low priority and quietly discourage the practice.

In addition to the risk to the explorers, there is also the possibility of attracting unwanted attention from other timelines. Starfleet knows of at least one case where visitors from another timeline (the so-called "Mirror Universe") abducted Starfleet personnel to advance their own cause in their home timeline. Although a full-scale invasion from another timeline is unlikely, estimates of the danger can be based solely on the Federation's present knowledge of quantum travel. A more (or at least differently) advanced society in another timeline may have the means of invading our own timeline, in which case our best defense lies in keeping other timelines ignorant of our existence.

The Temporal Prime Directive (see page 38) extends to other timelines as well, Starfleet personnel are forbidden to interfere in the normal development of a parallel timeline's history, no matter how different that history might be from their own. The moral questions about whether or not the Federation should allow duplicates of itself in other universes to fall to aggressors like the Borg or the Klingons are considered simply beyond the Federation's abilities at this time. The very idea of "policing" a potentially infinite number of parallels is mind-boggling, to say the least.

QUANTUM TRAVEL

Shifting between parallel timelines requires a state of quantum flux matching the desired timeline. The first known transfer of individuals from our timeline to a parallel timeline took

QUANTUM MECHANICS

Modifications to the quantum resonance oscillator of a transporter allow it to beam objects from one timeline to another. It requires a Difficult (14) Systems Engineering (Transporter) test to make the modifications, and a Challenging (11) Shipboard Systems (Transporter) test to operate it successfully. A failure on either test means the transporter does not function as a means of interdimensional travel. A dramatic failure on either test may result in the transporter beaming to a completely different timeline, then burning out (leaving no means for the travelers to return).

Note that this means of travel requires the quantum signature of both the target and origin timelines. If this information is unknown, there is no way to configure the transporter system. A transporter *can* be set up simply to beam targets to a random parallel timeline, but this is extremely dangerous, since there is no way of knowing the conditions in the other timeline.

Generally speaking, the ability to travel to parallel timelines is best reserved for the Narrator. Starfleet personnel end up in parallel timelines through accidents involving warp-drive and transporter technology, rather than deliberately going there. The above guidelines are more useful when the Crew ends up in another timeline by accident and wants to find a way back home. The Department of Temporal Investigations (see Chapter Five) might send agents into parallel timelines for particular missions. In general, dimensional travel should either be a rarity in a series, or the centerpiece—anything else can dull the excitement and leave the players blasé.

place by accident in 2267, when crewmembers of the *U.S.S. Enterprise* attempted to transport during an ion storm. A shift in the transporter's quantum resonance oscillator caused the *Enterprise* crewmembers to switch places with their counterparts from a parallel timeline, who were also in the process of beaming up to their ship. Chief Engineer Montgomery Scott was able to reverse the transport process and return everyone to their proper timelines.

Since then, the only intentional travel between parallel timelines known to the Federation has taken place between our own and that timeline discovered by the *Enterprise* crew. Starfleet and Federation personnel have encountered a number of other parallel timelines accidentally, via quantum fissures and accidentally induced quantum flux. The quantum signatures of some of these timelines have been recorded, while at other times circumstances prevented this. Theoretically, it is possible to visit these known timelines again by modifying transporter systems, but Starfleet regulations prohibit interdimensional travel without express permission from the Federation Council.

Creating Alternate Timelines

Theoretically, every possible parallel timeline exists somewhere in six-dimensional space-time, waiting to be found. The vast majority of such parallels are probably incomprehensible or deadly to humanoid life, having diverged from our own history so long ago they no longer have even similar physical laws. You can consider such timelines effectively unreachable, although lifeforms from one of them might come to pay a visit to our timeline, particularly if drawn by a sufficient quantum disturbance.

Timelines useful in a *Star Trek Roleplaying Game* series generally draw from some variation of known history. The easiest method is to choose a "nexus point," a single event or series of events where the parallel's history diverges from known history. A quick read-through of the "Timeline" sidebar running through this book should yield plenty of possible nexus points to split off into parallel timelines. If the history of the Crewmembers' own timeline changes (through their own efforts or due to some other influence) you can use these guidelines to create an alternate timeline to describe the results of the change.

Once you have a nexus point, ask yourself, "What if?" What if the Romulans conquered the Vulcans during the first Romulan War? What if the proto-Romulans never left Vulcan in the first place? What if Zefram Cochrane's fateful space flight took place a day or two later? What if Q had not initiated Federation contact with the Borg so soon? Proceed from your "What if?" statement and consider how the timeline might have unfolded differently under those circumstances.

Generally speaking, the less "air time" you give your parallel timeline, the more like the Crew's home timeline it should be. This saves you from having to explain every single detail to the Crewmembers for a timeline they're visiting for only one episode. Take the Mirror Universe, for example. For the most part it's the same as the Federation universe in terms of technology, aliens, and even individual people. The differences reside mostly in the way people behave and in the political structures and alliances. The more divergent you make a parallel, the more work it tends to be.

Of course, that's not to say you can't send your Crew into a very divergent parallel timeline, it just requires some additional preparation. You also don't have to detail every single facet of your new timeline, unless you're planning on spending a large number of episodes there. Take the alternate timeline in the *Star Trek: The Next Generation* episode "Yesterday's Enterprise," for example. The loss of the *Enterprise*-C led to an alternate timeline where the Federation and the Klingon Empire were at war. During the entire episode we saw no planets and only four Klingon ships. The scriptwriters didn't bother coming up with alternate histories for the various planets of the Federation, they only filled in the details relevant to the story. You can do the same with your own parallel timelines.

FIXING AN ALTERED TIMELINE

One common time-travel story is repairing or undoing a change in the timeline that alters history. In most cases, the Crewmembers are the only ones capable of repairing the damage (which they may or may not have caused in the first place). They are the only ones unaffected by the change in the timeline, so they are the only ones who know things have changed and how to change them back. The most common reason for this is some proximity to the cause of the change.

For example, in the *Star Trek* episode "City on the Edge of Forever," the landing party remains near the Guardian of Forever when Dr. McCoy inadvertently changes history in the 20th century. Their proximity to the

664: Romulus unified under Jo'rek. Kimara codifies *Diero*.

673: Romulan conquest of Romi.

674: Romulan Age of Expansion begins.

692: Romulan settlers in Jubel Sector brought into the Empire.

810: Kahless, the Unforgettable rises to defeat Molor and found the first Klingon Empire.

863: Kahless departs from Qo'noS. According to legend, he journeyed to *Sto-Vo-Kor*, but promised that he would one day return.

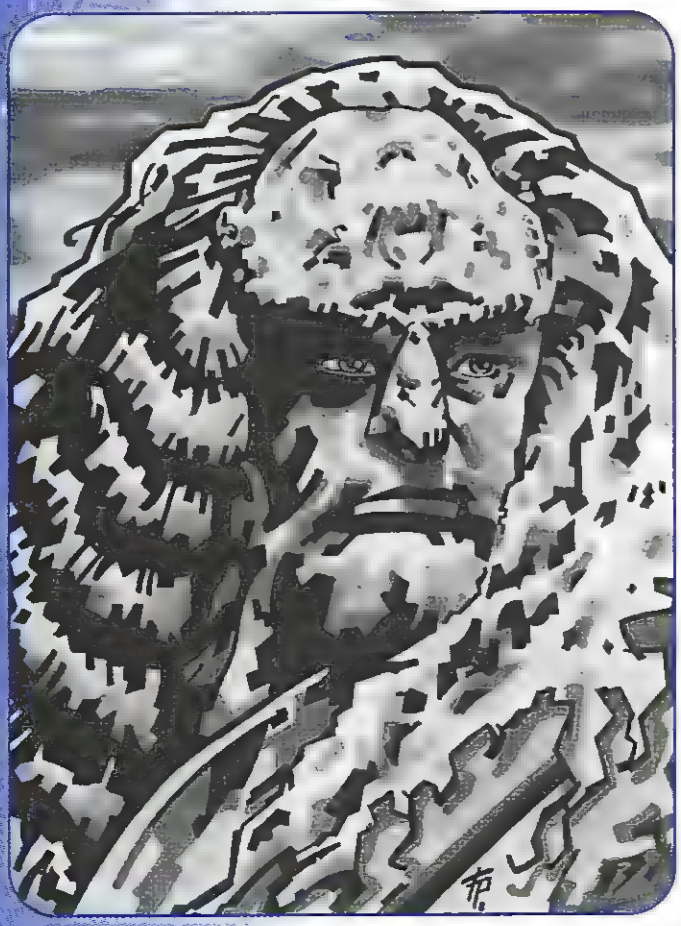
935: Romulan Civil War begins.

938: Romulan Senate founded, the Romulan Star Empire is organized.

945: Ucali invade and conquer Tiburon.

960: Viral Image Wars devastate Cairn society.

1051: Medaran theocracy unifies Betazed.



mysterious artifact somehow protects them, even though their ship vanishes from orbit and the rest of the universe is altered. Likewise, in *Star Trek: First Contact*, the *Enterprise*-E is following in the temporal wake of the Borg sphere when it travels back in time. The crewmembers have a brief moment where they see the timeline change: Earth is a Borg-controlled planet, inhabited by billions of Borg. They are unaffected because of their proximity to the temporal vortex.

In some stories, the Crew may be changed along with the rest of the timeline. Such was the case in "Yesterday's Enterprise." In this type of situation, the Crew needs to find out the timeline has changed. Although the *players* know things are different, their characters have been altered along with everything else. A character with special perceptions such as the Temporal Sense skill (page 71) may be able to clue them in, or the Crew might encounter a traveler from the original timeline or an artifact that reveals what has happened.

Once the Crewmembers know the problem, they can attempt to deal with it. If the story calls for the Crew to travel back in time to undo the damage that's been done, the Narrator should provide a means of time travel or allow the Crew to come up with one (see Chapter One for some options). The Crew can then go back and thwart whatever caused the change in the first place.

If the change to the timeline occurred *because* of the Crewmembers' actions, they may have to get more creative in order to repair the damage. For example, in the Star Trek: Deep Space Nine episode "Past Tense," Commander Sisko and Dr. Bashir, displaced to the year 2024, accidentally caused the death of social reformer Gabriel Bell. Sisko took Bell's place to fulfill his role in history and was prepared to die in order to do so.

When dealing with a parallel timeline, as opposed to alterations to their own timeline, Crewmembers have more difficult choices when it comes to "fixing" a parallel's history. Do they obey the Temporal Prime Directive and leave things in the parallel as they are, or do they take an active role in changing things in an effort to make them better? Such valiant efforts are not always successful; Captain Kirk's efforts to change the character of the Terran Empire in the Mirror Universe only ended up weakening the Empire and allowing it to be conquered by the Klingon-Cardassian Alliance.

Repairing damage to the timeline is also a common mission for agents of the Department of Temporal Investigations. See Chapters Four and Eight for more information.

Playing in Parallel Timelines

Parallel timelines offer plenty of opportunities for interesting *Star Trek Roleplaying Game* episodes and series. Narrators can use alternates as an occasional means of spicing up an ongoing series, or as the basis for an entire series in and of themselves.

Alternate Timeline Episodes

The two most common types of alternate timeline episodes are the "Altered History" episode and the "Alternate Timeline Visit" episode, both of which have appeared several times in various *Star Trek* programs.

Altered History

In this type of episode something (or, more likely, someone) alters known history, changing the existing timeline the Crewmembers are from and possibly them along with it. The Crew's job is to figure out what's been changed and how to restore the timeline to its original state. Many episodes that appear to revolve around altered history are really time-travel stories rather than altered history. For example, "City on the Edge of Forever" is about an inadvertent change to history that wipes out the Federation, but the majority of the story takes place in the 1930's, rather than in the altered timeline. Likewise, Sisko and Bashir's actions in "Past Tense" lead to serious alterations in the timeline, but the story itself takes place in the 21st century and is about the crewmembers' efforts to undo the damage they have done.

A true altered history story is the heart of "Yesterday's Enterprise." In this episode, an *Enterprise* from the past creates an alternate timeline, complete with alternates for the various members of the *Enterprise*-D crew, even to the point of bringing back Natasha Yar, who had been killed in an earlier episode. The alternate crewmembers of the *Enterprise*-D–familiar, yet slightly different from those we know–must figure out what has happened and even sacrifice their lives to ensure the timeline is restored to normal. In the same way, the crew of the starship *Voyager* goes through hell in the aptly named "Year of Hell" episodes, which end up undone when *Voyager* destroys the Krenim timeship.

This highlights one of the advantages to altered history stories: They allow Narrators to tell stories that would otherwise have too great an impact on the series. In an altered history story, you can kill off main characters, destroy the Federation, and wipe out whole planets. In the end, if all goes well, history is restored to normal, and none of the events of the episode ever "really happened" except for you and your players. You get all the fun without any of the mess to clean up afterward.

Altered history episodes provide an interesting change of pace for the series, and offer opportunities to explore stories that might not otherwise be suitable for the regular series. When they're done, everything goes back to the way it was before.

Alternate Timeline Visit

The other common type of alternate timeline episode involves the Crew visiting a parallel universe outside their own, such as the various "Mirror Universe" episodes of both *Star Trek* and *Star Trek: Deep Space Nine*. Generally, the visit to the alternate timeline is accidental, at least at first. The original *Enterprise* crew ended up in the Mirror Universe due to a transporter accident, while the Deep Space 9 crew first went there when a warp malfunction interacted with the Bajoran wormhole. Crews can visit other parallel timelines in a similar manner.

Once they've arrived, the crewmembers' goals are usually twofold: deal with any immediate problems in the alternate universe and figure out a way to get back home. Key to doing both of these things is learning as much as possible about the alternate universe along the way. This provides opportunities to showcase the differences between the alternate and the Crew's home universe. Eventually, the Crewmembers figure out a means to get back home, usually by duplicating the conditions that brought them to the alternate universe in the first place. They may or may not leave a lasting impression behind them.

An interesting variation on the alternate timeline visit is having an alternate timeline come and visit the Crew. Perhaps a warp or transporter accident sends people from an alternate timeline into our own, and the

1099: Ucali allow Zora to perform medical atrocities on the Tiburonese.

1154: Alari seduces the Ucali High Suzerain of Tiburon, beginning the Grand Subversion.

1232: Kimilons colonize Zaldi, attempt to assimilate Zaldans.

1245: On Andona, Krotus the Conqueror (born 1226) lives to lead a small group of Enessi clans in defense against the ravages of an Onshoman warlord.

1255: Krotus' conquest of eastern Ka'Thela is complete. Unsatisfied, he moves his armies into the lands beyond the Enessi Mountains.

1261: Krotus unifies the Ka'Thelan clans and nations and turns toward the Tharan Mountains.

1270: Romulan-Vulcan wars begin. All life on the planet Zeta destroyed by cataclysm.

Crewmembers have to figure out what to do with these visitors until they can figure out a means of sending them back home.

Things become more complicated when the visitors don't *want* to go back home (as in the *Deep Space Nine* episode "Resurrection," in which the mirror Bareil does not want to leave). Perhaps they fled their own universe deliberately, and perhaps someone followed them here to bring them back or simply kill them. Things get even more interesting if the visitors are duplicates of the Crew, or other people they know. Imagine the Crewmembers meeting up with a parallel duplicate of their worst enemy, who is a freedom fighter and social reformer in a parallel timeline. Can they truly ignore a legitimate request for assistance, or does the Prime Directive prevent them from doing so?

Parallel Crews

Running an alternate timeline episode often involves creating duplicates of the Crew from that timeline, either for the players to run during the episode or for the existing Crewmembers to meet. For the most part, this is a fairly easy matter: Gather up the players' character sheets and copy them, change a few minor details here and there, and *voilà*, you have a parallel Crew.

The prime consideration is how events in the new timeline affect the characters. Most alternate timeline stories seem to assume the major events of the Crewmembers' lives remain the same. For example, they are all still assigned to the same ship, even when that's not entirely likely. In the Mirror Universe episodes of *Star Trek: Deep Space Nine*, duplicates of most of the major characters showed up on or around the mirror Terok Nor, although they were often quite different from their counterparts in terms of personality and outlook.

Small details can help distinguish parallel characters. In "Mirror, Mirror" the mirror Mr. Spock has a sinister-looking beard, while the mirror Sulu has a scar and wears a red shirt rather than a gold one. Players immediately recognize these cues, and they help make parallel characters seem more real.

Alternate Timeline Series

Narrators can run an entire series in an alternate timeline, if desired. Technically, every *Star Trek* game run by every Narrator can be thought of as an "alternate universe" of the setting seen in the *Star Trek* programs and films. Some follow the source material from Paramount Pictures and Last Unicorn Games closely, while others take greater liberties. Running an alternate universe frees the Narrator somewhat from having to following existing canon too stringently. You can always declare that in "your" *Star Trek* universe, things happened a bit differently.

An alternate timeline series can be as similar to or as different from the established timeline as desired. It might be identical, except that some new characters (the player characters) take important roles played by Kirk, Picard, Sisko, and others in the original *Star Trek* material. Or it might be as different as a universe where the United Federation of Planets never even existed, and a Terran Alliance is working to forge a pact with the Romulan, Klingon, and Cardassian Empires against their mutual enemies, the Borg, before they can overrun the Alpha Quadrant.

Sample Alternates

The following is just a small sample of the possible alternate timelines Narrators can use in their own Star Trek games. Narrators can consult the "Timeline" chapter for additional ideas on nexus points they can twist into alternate timelines.

THE MIRROR UNIVERSE

The first alternate timeline encountered by Starfleet was the so-called "Mirror Universe." Crewmembers from the U.S.S. Enterprise accidentally ended up in the Mirror Universe in 2267, while beaming on board during a fierce ion storm. Their duplicates from the Mirror Universe were simultaneously displaced into this universe.

The *Enterprise* crew found the Mirror Universe a brutally savage place, dominated by the Terran Empire, an analog of the Federation. The Empire ruled through fear and violence, and the crew of the *I.S.S. (Imperial Star Ship) Enterprise* advanced through deception and assassination.

Before returning to his own world, Captain Kirk planted the seeds of social reform with the Mirror Universe's Spock. Spock led a reform movement in the Terran Empire, bringing about disarmament and social change. Unfortunately, this only made the Terrans easy prey for the Klingon-Cardassian Alliance, which quickly conquered the Terran Empire, including Earth. Humans became a slave race of the Alliance, forced to work in mining facilities like Terok Nor in orbit around Bajor, an important member of the Alliance.

In 2370, over one hundred years after first contact with the Mirror Universe, personnel from Deep Space 9 accidentally ended up there due to a warp accident in the Bajoran wormhole. They likewise planted the seeds of social change, encouraging a rebellion among human slaves on Terok Nor. Starfleet officers from our universe have since intervened (mostly against their will) to assist the human rebellion in the Mirror Universe. Individuals from the Mirror Universe have also visited ours on at least three occasions. It remains to be seen if the rebellion against the Alliance will be ultimately successful, and what effects (if any) it will have on contact between the two universes. (For more details on the Mirror Universe, see Last Unicorn Games' sourcebook *Through A Glass Darkly: The Mirror Universe*.)

BORG VICTORY

In our own timeline, the Borg invaded Federation space in 2366 with a single cube ship. The Borg cube devastated an allied Federation-Klingon fleet at Wolf 359 and made its way to Earth orbit before being stopped by the actions of the crew of the *U.S.S. Enterprise*-D. The Borg ship self-destructed as a result.

In this timeline, the efforts of the *Enterprise* crew were unsuccessful in stopping the Borg, who conquered Earth and assimilated its population and technology. So began a systematic Borg assault on the civilizations of the Alpha Quadrant. Borg drones on Earth began the immediate construction of new ships, which spread out toward other Federation worlds, attacking and assimilating them in turn. Federation ships and weapons proved useless against the Borg's superior technology. Although Starfleet personnel were able to win some minor victories, they could not halt the Borg's advance. With each planet they assimilated, the Borg grew stronger, while the Federation weakened.

1245: Xiomi conquest of Andoria is followed by brief but intense Golden Age.

1300: Andorians develop industrial-level technology.

1332: Xiomi Golden Age is interrupted by the Plague.

1344: Bubonic plague strikes Constantinople on Earth.

1345: The Great Starvation begins on Cardassia, Second Critical Period ends.

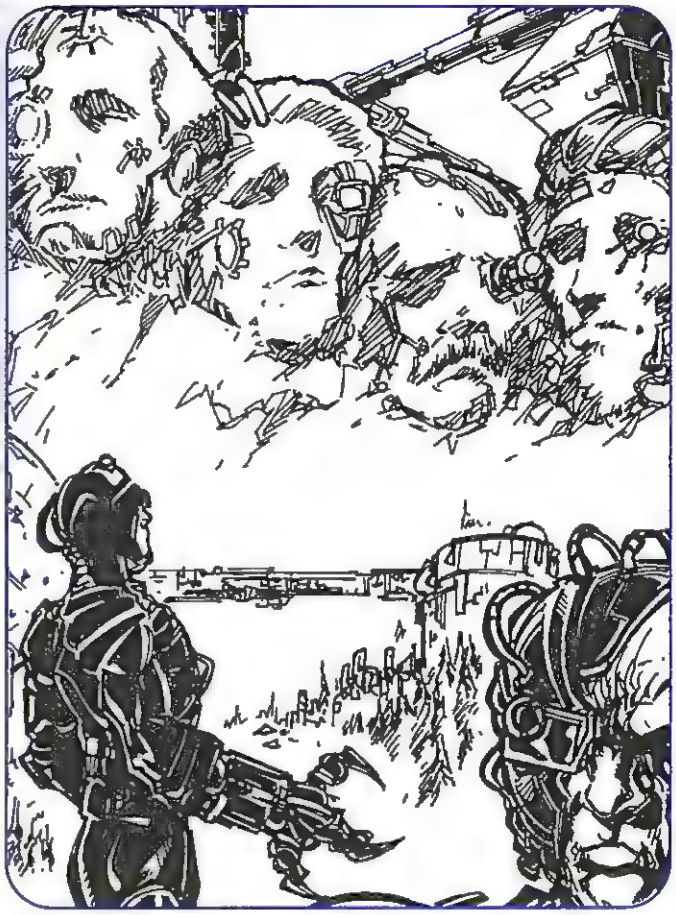
1370: Romulan-Vulcan wars end.

1372: The Klingons, enjoying the early years of a primitive industrial society, are invaded by the Hur'q.

1411: Romulans invent the magnetic bottle drive.

1429: Sky city of Stratos built on Andoria.

1440: T'Vran of Vulcan develops warp drive. Vulcans begin descent into the plane.



In an unprecedented move, the major powers of the Alpha and Beta Quadrants—the Federation, the Romulan Empire, the Klingon Empire, and the Cardassian Union—formed an alliance to fight against the Borg. Even with their combined fleets and firepower, the new alliance could not overcome the Collective. They slowly continued to fall back against the Borg onslaught, which quickly overran most of Federation and Klingon territory, as well as large portions of Cardassian and Romulan space.

By 2370, the Borg controlled the majority of alliance territory and continued to expand. They assimilated the Bajor Sector before the discovery of the Bajoran wormhole, so it remains unknown, although some alliance survivors find hope in Bajoran legends of a "celestial temple." A few desperate explorers hope to find the temple as a refuge or a source of allies against the Borg. The Borg onslaught also encouraged the Romulans to reveal the existence of the Taurhai Unity to the rest of the alliance, which is hoping to petition the Taurhai for aid. (For more information on the Taurhai, see the *Way of D'era* boxed set from Last Unicorn Games.)

THE FEDERATION-KLINGON WAR

In our timeline, the *U.S.S. Enterprise*-C fought four Romulan warbirds attacking the Klingon outpost Narendra III in 2344. Although the *Enterprise*-C was heavily outmatched and did not prevent the destruction of the outpost, the sacrifice of its crew made a strong impression on the Klingon Empire.

In this timeline, the *Enterprise*-C seemingly fled from the assault of the Romulans and abandoned the Klingons to their fate. Its involvement was barely noticed by the Klingon Empire, and then only to accuse the Federation of involvement in the attack. Diplomatic relations between the Federation and the Klingon Empire continued to weaken, and war broke out not long after the Narendra III incident. Many Federation allies sat out the war, feeling that there must be some reason the *Enterprise*-C had appeared when the attack began but offered no help, a reason that cast Starfleet in an unflattering light.

Since that time, Starfleet has fought a steadily losing and defensive battle against the fierce and savage Klingon fleet. The Klingons struck deep into Federation territory, rapidly conquering or decimating many Federation colonies

and outer worlds before Starfleet could rally for a counteroffensive. Although Starfleet crews fought bravely against the Klingons, they were no match for their enemies' superior numbers and warships. The Federation has lost more than half of Starfleet's vessels and personnel to the war in the past twenty years. Even the new *Sovereign*- and *Defiant*-class battleships are unable to turn the tide. Starfleet Command believes defeat is inevitable within six to ten months.

Although the Federation has made overtures of an alliance to the Romulan Empire, there has been no response. The Romulans, in fact, remain embroiled in their own conflict with the Taurhai Unity, which is going badly for the Empire. Some elements of the Romulan Senate favor an alliance with the Federation, but opponents of the proposal point to the problems of fighting a two-front war against a pair of powerful adversaries.

THE TWIN EMPIRES

In 1270, early in its space flight era, Vulcan was attacked by a fleet of unknown vessels emerging from a wormhole in its star system. For a century the Vulcans repelled attacks from this fleet, eventually driving them from their system altogether. The Vulcans did not learn until much later that the attacking fleet was made up of Romulans, a faction of exiled Vulcans (see The *Way of Kolinahr* sourcebook for more information).

In this timeline, the first Romulan-Vulcan war resulted in victory for the Romulans, who retook their homeworld and instituted a new military-controlled government there. When the wormhole connecting the Vulcan and Romulan star systems closed, the Romulans already held Vulcan in a tight grip. The Vulcans opposed the Romulans through passive resistance, which failed to move the conquerors. The teachings of Surak were outlawed, and its followers were forced underground. Over time, Vulcan culture became more and more Romulan in character, reverting back to its warrior roots, but more unified than before.

Cut off from contact with Romulus because of the lack of warp technology and subspace radio, Vulcan continued on its own for centuries. When they developed warp drive, the Vulcans (who no longer called themselves Romulans) began to expand out into space. They conquered several nearby star systems and sent envoys to make contact with their cousins on Romulus. At first, the future of the Vulcan race looked bright, but trouble quickly developed.

Both Vulcan and Romulus considered themselves the center of a new empire, based on the Way of *D'era*. The Romulans believed they were the true inheritors of the Way, since it was their ancestors who first left Vulcan. The Vulcans believed they, as the homeworld, deserved that position. Political tensions quickly gave way to war between the two powers.

In the meanwhile, a Vulcan scout vessel encountered a warp signature in the Sol system and made first contact with Earth. Vulcan warriors easily conquered the war-torn Earth, followed not long thereafter by Alpha Centauri, itself recovering from a deadly plague. The Vulcans formed an alliance with the warlike Andorians, bringing them into the Empire as allies against the Romulans. The Romulans, in turn, have made overtures to the Klingon Empire and established a shaky alliance with them. Vulcan military commanders like Sarek won brilliant victories over the Romulan Empire before the Romulans developed cloaking technology. This led the two powers to declare a truce and create the Vulcan Neutral Zone between them. Now twin empires sit on either side of the Zone, warily watching each other as they rebuild their fleets.

KEELER LIVES!

Rather than die in a meaningless traffic accident, Edith Keeler survived to found a widespread movement devoted to peace, progress, and social reform. President Roosevelt appointed Keeler Secretary of Health in 1937, and her influence and that of her movement prevented the United States from entering World War II. Hitler's scientists had time to perfect jets, rockets, and the atomic bomb, using these superweapons to polish off Russia and Britain. By the time America awakened to its danger, it was too late, and Germany won the Third World War in 1993, destroying the United States in a rain of atomic fire.

After a brief struggle against the "genetic supermen" created by the Japanese Empire, the Third Reich ruled the world. Nazi interest in space only grew as probes detected signals from other planets. Led by the fanatical General Grün, humans conquered Alpha Centauri using sleeper ships and ecological warfare to disrupt that scarred world's delicate balance. Blending Centauran and human technology gave the Nazis the key to inventing the warp drive, and the Erdenreich struck hard at nearby Capella, Tau Ceti, and other primitive worlds, building an interstellar human empire. In 2084, human ships entered the Andor system, ready for another easy conquest. The Andorians fought back grimly, and man-

1500: Widespread use of heavy industry and electrical power on Andoria.

1522: Rise of the Vegan tyranny.

1564: William Shakespeare born on Earth.

1590: First Bajoran lightship launched. Bajorans begin exploring Bajor-B'hava'el system and reach Cardassia.

1591: One-world government declared on Cardassia Prime. Urenar becomes *de facto* ruler of Cardassian Union.

1595: Bajoran Orb of Time discovered in Denorios Belt.

1597: On Andoria, the first of the attacks on Tarsk begin the Tharan Civil War and Andoria's Age of Lament.

1633: Evar Thun formalizes Axanar caste system following the Coal Wars.

1670: Cardassians develop warp drive.

1679: Andorian leader Lur'Vela, at age 14, kills his mother Geshe in a duel.

aged to secretly launch a warp vessel of their own to recruit allies. The Vulcans, shocked out of their pacifist isolation by Andorian evidence of Nazi death camps, began supplying Andoria and other worlds with aid and technology.

Although the Nazis conquered Andoria and other, softer worlds such as Betazed, the Andorian Resistance began to bog the Erdenreich down. Many Andorians escaped to the Andorian colony world of Cimera III, and the Kethni Council-in-Exile grimly continued the fight. Vulcan and the Andorian exiles formed the core of an Alliance of Free Planets, with the Orions as neutrals. The war dropped into stalemate, and the Alliance began to hope that the human greed for conquest could be contained. Unfortunately, the human Raumwaffe outflanked the blockading Vulcan-Andorian armadas, contacting the Romulans, Axanari, and Klingons. Human advisers provided warp drives and other aid to their new allies, eagerly assisting their ravenous expansion into Allied space. By 2220, Earth, Romulus, Axanar, and Qo'noS have joined in an Interstellar Axis surrounding the beleaguered Alliance. Although the Axis is distracted by a war against the Cardassian Union and another grinding guerrilla conflict on Bajor, its edge in ships and ferocity slowly whittles away at the technically superior Allied fleets despite the addition of Tellar and Bolarus IX to the balance on the side of freedom.

Only the genius of Coordinator Sarek has kept the Alliance free and fighting against overwhelming odds, but the over 200-year-old statesman suffers increasingly from Bendii Syndrome. Unless the Alliance can find a miracle, freedom may die out all across the quadrant.

KHAN ASCENDANT

In 1993, a group of genetically enhanced humans seized control of the governments of some forty nations on Earth, setting off the start of the Eugenics Wars, which lasted until 1996 and ended with the overthrow of the tyrant "supermen."

In this timeline, the Eugenics Wars ended differently, with the genetic supermen still in positions of power around the world, led by Khan Noonien Singh, established as the supreme ruler of most of Asia. The order imposed by

Earth's genetic overlords created a caste system, where the genetically enhanced rule over the "normal" masses. Khan was elected Supreme Chancellor of Earth a few years later.

The new United Earth avoided the chaos of World War III and developed warp-drive technology in 2032. Humans made first contact with the humanoid inhabitants of the Alpha Centauri system the following year. The Centauri gratefully accepted advanced human medical and genetic technology to assist in the eradication of a deadly plague on their planet. Eventually, the rule of genetic supremacy spread to Alpha Centauri as well, following a short, one-sided war. Earth began a long period of exploration and colonization, using genetic engineering to create "superior" beings to govern and adapting human colonists to a myriad of different environments, permitting the settlement of Mars in the mid-21st century, along with many other planets.

In 2067, at the age of 100, Khan Noonien Singh declared himself Khan of the Terran Empire, which spanned some twenty worlds near Earth and Alpha Centauri. The Empire's vessels continued outward into space. They encountered the fierce Andorians, who agreed to join the Empire and became renowned as soldiers. The Tellarites were pressed into joining the Empire as well, although they became a second-class race, valued only for their technical skills.

First contact between Terran explorers and Vulcan resulted in the first race that refuses to join the Empire. Khan immediately declared war on the Vulcans, and a Terran fleet invaded the system. The Vulcans fought long and hard, but the Empire's superior numbers, their enhanced soldiers, and the brilliant tactical minds of Khan and his genetic brethren outmatched them. Vulcan was decimated, and the Vulcans became a slave race of the Empire, which uses them to perform genetic experiments to further enhance the human genome.

THE ENTERPRISE INCIDENT

In 2268, the *U.S.S. Enterprise*, commanded by Captain James Kirk, crossed the Romulan Neutral Zone and was captured by three Romulan battle cruisers. The Romulans took Kirk and his first officer Commander Spock into custody and accused them of espionage. After their executions, the *Enterprise* was seized and taken to Romulus. Federation protests fell on deaf ears in the Romulan Senate, and the Romulans produced several "confessions" from Kirk and his crew that they were on a mission of espionage in direct violation of the Federation's treaty with the Romulan Empire. Not long thereafter, the Romulan Senate declared the treaty null and void, and the Romulan-Klingon Alliance launched its first invasion of Federation space.

Federation Starfleet fought bravely for more than twenty years but, in 2293, the Federation Council was forced to surrender. Representatives of the Federation met with Romulan and Klingon ambassadors on Khitomer to discuss the terms of surrender. Romulan Senator Pardek helped hammer out an agreement which abolished Starfleet and placed Federation worlds under the protection of the Romulan Star Navy. Various planets and colonies were ceded to the Klingon Empire, although many Klingons felt the Romulans gained far more than they.

Over the years of joint Romulan-Klingon rule of the Federation, a strong underground movement developed. Calling themselves the Maquis, they sought liberation and the restoration of the UFP. The Romulan Tal Shiar ruthlessly hunts down suspected Maquis members, although they have not yet captured the rebellion's more famous personalities, like Jean-Luc Picard, Tuvok of Vulcan, or Chakotay of Dorvan.

Recently, relations between the Romulans and the Klingons have fallen to an all-time low. The Romulans secretly plan an invasion of the Klingon Empire. Members of the Maquis have caught wind of the plans and hope to bring them to the attention of the Klingon High Council, in hopes that Chancellor Worf will end the alliance with the Romulans and help in the restoration of the Federation.

NO SPOCK

A Kaylar battleaxe is a heartbeat faster, and Starfleet loses one of its most promising officers. In this timeline Lt. Spock dies on Rigel VII in 2254 with Captain Pike's yeoman and two other crew members. Without Spock's decision to join Starfleet, in defiance of Vulcan tradition, Vulcan remained uninvolved in Starfleet matters. An Andorian named Thaalen became First Officer of the *U.S.S. Enterprise* under Captains Pike and Kirk. Although he served admirably, Commander Thaalen maintained a more martial posture than Spock, leading to the failure of some *Enterprise* missions (notably a failed first contact with the Horta of Janus IV, which was killed by Starfleet security officers before communication could be established).

The most significant change happened in 2293, when the Klingon moon Praxis exploded, causing severe damage to Qo'noS. Starfleet's efforts toward a peace initiative with the Klingons were thwarted by war-

1684: Taurhai complete the pacification and civilization of Bitor II, the first non-Taurhai member of the Taurhai Unity.

1692: Lor Vela's followers organize the renewal of Andoria in the wake of the Age of Lament, including the systematic destruction of the recorded history of the world.

mongers on both sides (including Captain Thaalen, now commander of the *Excelsior*). The deaths of Klingon Chancellor Gorkon and Admiral James Kirk led to war between the Federation and the Klingon Empire. After some ten years of fighting the Klingon Empire, battered and exhausted, agreed to a peace treaty, signed on Khitomer. Throughout the 24th century, relations between the Federation and the Klingon Empire remain tense, much as they did throughout the 23rd century. It is not until the Dominion War that the Empire begins to ally with the Federation.

A History of Time Travel

To investigate fully the history of time travel in the *Star Trek* universe, we would have to start more than fifteen billion years in the past, with visits that renegade members of the Q Continuum made to the infinitesimal moment after the Big Bang itself. But to do such a thing would require a massive tome with little space left for game information. (We've provided the next best thing in the timeline that runs throughout this book.) We will therefore start not with the earliest time visited, but rather with the first known human time travelers: Captain James Kirk and the crew of the *U.S.S. Enterprise*.

The First Travels

Following a brief shift backward in time at Psi2000 in 2266 (see page 10), a near miss with a black hole the following year sent the *Enterprise* back in time nearly three hundred years, to a point in mid-July of 1969. While in 1969, the *Enterprise's* crew nearly created a

1696: Valkis XIV overthrown on Romulus, rule of the Praetor established.

1750: The Preservers visit Earth and transplant a group of American Indians to Epsilon Cowis III.

1762: Formalizing of the Three Nations of Bolatus IX ends the Great Migration period.

1787: Constitution of the United States of America drafted on Earth.

1794: *Keth* Ivan launches the *Lotis Vanii*, Andoria's first manned orbital spacecraft.

1822: Andorian scientists perfect a primitive version of the cryonic sleep-capsule, laying the foundation for the "sleeper ship" program. *Keth* Ivan begins immediate production of sleeper vessels.

1830: The first of a handful of "sleeper ships" are launched by the Andorians, establishing the Thalassa, Quardis,

temporal crisis by inadvertently abducting an officer of the old United States Air Force. The crew of the *Enterprise* was able to fix history with only minor changes; the starship then used a variation on the maneuver that had sent it backward in time to go forward to its home era. Later that year, it encountered the relic construct known as the Guardian of Forever and both the Enterprise and the Federation itself were wiped from history's slate. Commander Spock and Captain Kirk of the *Enterprise* were shielded from this effect, however, and traveled back in time to repair damage done to their timeline. Their actions in the past restored the Federation, the *Enterprise*, and their familiar history. When Kirk returned to Federation space, his reports were met with shock and disbelief at Starfleet Command. No sooner had his log recordings on the black hole reached the Fleet Admiral's desk than a second report, even more alarming, arrived by coded subspace transmission. Starships had traveled near strange anomalies in deep space for two hundred years, since the days of the *U.S.S. Daedalus* and its class. None had returned with concrete evidence that they had moved through time, and here *Enterprise's* crew had time-traveled twice in a year? Such a thing was unprecedented, and dangerous. According to Kirk's logs, the Federation itself had ceased to exist after Dr. Leonard McCoy had traversed the Guardian of Forever.

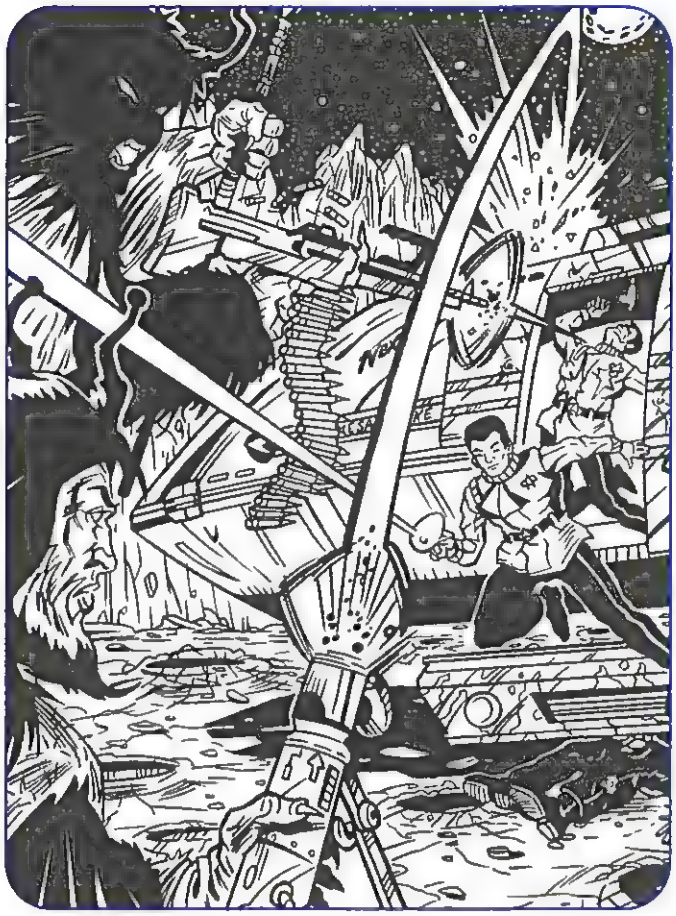
THE TEMPORAL PRIME DIRECTIVE

This was, potentially, the greatest threat in Starfleet's experience. In 2268, Fleet Admiral Davis Fisher introduced the Temporal Prime Directive to a meeting of Starfleet Command. After a few days of heated argument, it was accepted as General Order 157, including the following text: "No member of Starfleet will interfere with the natural progression of history in past eras, or allow such interference to take place by action or inaction. Starfleet officers shall take all necessary precautions to minimize any participation in historical events." The new regulation was a source of controversy at Starfleet Command for years to come, however. Flag officers did not know for certain whether to release the Directive to the fleet at large; a rather large contingent was sure that releasing the Directive would prompt starship captains to waste time searching for ways to travel into the past.

Despite the fears mentioned above, Starfleet captains reacted with discretion and forethought when Starfleet Command finally published the regulation the next year. Before Order 157 went into full effect in early 2269, the Science Council was able to request a few observation missions into critical and little-understood periods of the past, and to observe phenomena bearing on fractals and chaos theory. The *Enterprise's* mission to 1968, in which Captain Kirk uncovered the presence of the secretive Gary Seven, stemmed from just such a Science Council request. The few

SEVENTEEN SEPARATE VIOLATIONS?

According to the DTI files, James T. Kirk has been personally responsible for seventeen violations of the Temporal Prime Directive; *Star Trek* and the various feature films can only account for six trips back in time. Where were the other eleven violations? The answer lies, of course, in the Narrator's imagination. There are great gaps in Kirk's career as seen on television and in the films; some of those gaps surely have time-travel stories in them. Alternatively, the Narrator may choose to have DTI characters go back in time and "erase" one or more of Kirk's other violations, if such a thing can be done without disrupting the present time flow. In fact, a DTI campaign can revolve around such erasures (and other 23rd-century dangers to the timeline), or even center on DTI personnel "undercover" in the 23rd century, giving the Narrator a chance to run a pure DTI series using the *Star Trek Roleplaying Game* rules if he wishes.



other time-travel episodes on record resulted from serious galaxy-threatening emergencies, or from accidental exposure to temporal rifts or time-travel artifacts such as the atavachron on Sarpeidon.

THE BOUNTY AND THE NEXUS

A prime case of the former was the Probe Incursion of 2286, wherein a hugely powerful interstellar probe drove toward Earth, the heart of the Federation, in what seemed to be a pointless swath of destruction. Starfleet Captain Spock correctly deduced the probe's motivation, and Admiral Kirk and the surviving crew of the *Enterprise* took a captured Klingon vessel they had rechristened the *Bounty* back roughly three hundred years to rescue a pair of humpback whales in order to communicate with the probe. Kirk freed the whales into Earth's waters, and the probe left harmlessly. The *Bounty* also carried Dr. Gillian Taylor, the first anachronism brought to the 23rd century from a past time. Taylor later became a consultant for the Department of Temporal Investigations' scientific advisory board on the period immediately prior to the Eugenics Wars.

Poetically, it was a temporal phenomenon—an anomaly known as the Nexus—that killed Captain James Kirk in 2293; in response, Starfleet Command fitted a few small, older science vessels with tachyon, dekyon, and chroniton particle sensors in the hopes of identifying and cataloguing such anomalies. Some of these science vessels would later become unofficially associated with DTI. However, since most temporal anomalies are restricted to a relatively small part of the space-time continuum (that is to say they are small and short-lived), most remained (and remain) undiscovered.

THE DARVASH CRISIS

In 2298, the Conn of the *U.S.S. Chesapeake*, Lieutenant Tessa Niles, turned a simple diplomatic mission into a temporal crisis of the highest order and precipitated the formation of the Department of Temporal Investigations. The race assumed to be the only native sapient species of the Theta Eridani system, the Darvash, had achieved warp technology and petitioned the Federation for membership; Captain Derek Fisk and his crew were at Theta Eridani V to begin those negotiations. Fisk and an away team beamed directly into a tense stand-off between the Darvash and another species native to Theta Eridani V, the Talokar Hunters. Neither Starfleet Command nor the crew of the *Chesapeake* had had any clue that there were other sentients in the Theta Eridani system, and Fisk's team was startled to find the Darvash suppressing a Talokar insurrection. Neither of the Eridani races had transporter technology, and both sides were stunned when Fisk's team beamed in. Driven to frenzy, they attacked the away team with their relatively primitive weapons. Captain Fisk and seven others in the away team were killed, while the four survivors beamed back to the *Chesapeake* in bad shape, reporting that several of the attackers were killed during the confrontation.

Overwhelmed by these events, Lieutenant Niles took command—and the worst possible course of action. Having read Starfleet logs of Kirk's voyages back in time, she directed her crew to plunge the *Chesapeake* into a near death-dive at Theta Eridani at maximum attainable warp. Niles and the *Chesapeake* returned to Theta Eridani V a few weeks before the confrontation that had led to Captain Fisk's death. Records get spotty at this point, but it appears that Niles was able to divert the *Chesapeake's*

original course for a few days by sending a falsified distress call out, masquerading as a disabled freighter in Theta Eridani's Oort cloud. Once the *Chesapeake* had left her original route, Niles was satisfied that Captain Fisk would not be killed and that Federation personnel could approach the crisis between the Talokar Hunters and the Darvash sensibly. She jumped forward in time, incorrectly expecting to be swept into the revised future. Of course, Niles' starship returned to orbit around Theta Eridani V with a duplicate–the diverted *Chesapeake–just* making its way toward the planet. The conflict between the locals hadn't killed Fisk, since he wasn't there, but it did seem to be intensifying into threats of nuclear violence. Convinced she had to stop the conflict before the natives destroyed each other, Niles took a small away team to the planet's surface in a shuttle, roughly ten hours before the "real" *Chesapeake* was due to arrive. She intended to meet with both sides of the war in an attempt to convince them to put down their arms and meet peacefully with Fisk and his crew.

When the shuttle put down near a large Talokar Hunter encampment, a group of the Hunters, armed only with primitive assault rifles and crude electronics, ambushed and killed Niles and her away team and were able to return the shuttle to *Chesapeake* and trick their way aboard. With the starship's command structure in shambles and the

EPISODE SEED: THE REFUGEE

The Crew's vessel attending a major fleet ceremony in the Sol system (perhaps the launch of an important new vessel, or the inauguration of a new Federation President), is hit unexpectedly by a subspace shock wave. For the barest fraction of a second, the shock wave causes all power on board to cease, plunging the ship into darkness just long enough to be noticeable (not long enough, fortunately, to cause a deadly collapse in the warp drive).

The shock wave arrived with such suddenness that no alarms were tripped, and sensor records of the event indicated that it was generated from *within* the Crew's vessel. Around them in nearby space, other ships of the fleet are shaken with terror at how much worse it could have gone, and their captains are demanding to be heard, wanting to know what in blazes is going on. But something is wrong. The other ships now bear subtly different markings, and the forest green and white uniforms of their rate captains aren't Starfleet at all! Something, clearly, has altered the timeline, but the Crew's own vessel is unaffected.

The Crew has been visited by a traveler from the past, an Alpha Centauran woman named Disa. A victim of the Centauran "Plague Years" period, Disa has lost her husband and children to biological warfare, yet she herself is scarred only emotionally. Disa carries a vital immunity to the Gar Zoma retrovirus, one of the most unpleasant weapons of her ravaged homeworld's past. In the normal timeline, she was discovered wandering the ruins of Oreas in 1868, entirely mad from the horrors of war, with little left of her mind. She died a catatonic in 1875, but not until after studies of her blood were instrumental in allowing the cure for the Gar-Zoma virus to be developed.

Disa was destined to suffer years of horror and eventual death, but she was also a key component in Alpha Centauri's survival of the worst period in its history. As she wanders the decks of the Crew's vessel, begging for help, all she knows is that she is frightened, starving, and without her family. She came to the present through a doorway of light, she explains. She only wants a chance to rest, a place of shelter where she doesn't have to watch anyone else die.

The Crew must repair history, obviously. But matters are complicated. Disa is an innocent: Is there some way of setting things right that doesn't involve forcing her to experience years of misery and madness? Furthermore, the time/space window she stepped through doesn't seem to have been an accident: those ships in nearby space serve an iron fisted Alpha Centauran Empire, and one of the admirals, Tohnar, doesn't seem nearly as surprised by the Crew's predicament as he should be. In fact, it's only a matter of time before Tohnar convinces the rest of the fleet that the Crew's vessel is a threat that must be destroyed, and the key that ensures his own timeline is locked in place forever in a fireball of death.

THE PERFECTIONISTS

During its earliest days, DTI had a small but vocal group referred to as the Perfectionist Committee among its ranks. This group—led by an idealistic former Starfleet officer, Commander Michael Lawrence—believed that it was not only incorrect to avoid tampering with history, but that it was immoral not to make history as perfect as it could possibly be. Lawrence's reasoning, as described in messages to the Federation Council and DTI's Directorial Board, was that if history could be changed for the better, it should be. "No one," he wrote, "would be killed if we erased the Eugenics Wars from our history; in fact, countless millions more would live." And if, as Commander Niles' example showed, trying to rewrite history only made things worse? "Then we try again, and again. We know that the time travelers themselves are not 'erased' by the chronal flux wave; there is nothing to keep an elite cadre, say aboard an *Excalibur*-class starship, from repeating their modifications again and again until they got things right."

Chaos theory, chronal physics, the Federation Council, and DTI all disagreed with Lawrence's premises. After he attempted to kidnap Ambassador Spock of Vulcan in hopes that he would testify on his behalf, Lawrence was institutionalized. In 2305 a dozen Perfectionist Committee loyalists managed to beam him to freedom in a split-second operation and escape toward Tholian space. Though the moral dilemmas the Perfectionist Committee skillfully posed to DTI crop up again and again, Michael Lawrence and his brethren have not been heard from since.

crew's morale at an all-time low, the Talokar Hunters used the *Chesapeake* to attack several key Darvash locations from orbit. This led to the nuclear holocaust Niles had feared and, when the "real" *Chesapeake* arrived at Theta Eridani V, it was forced to engage and destroy its time-traveling duplicate.

The Department of Temporal Investigations

The aftermath of this destruction included several things, not the least of which was a decade of therapy for the innocent "past" Lieutenant Tessa Niles on the diverted *Chesapeake*. Far more important, however, was the creation of the Federation Department of Temporal Investigations, a civilian bureau charged with maintaining the consistency of the temporal continuum. (See Chapter Five, "The DTI," on pages 47-48 for more information.) DTI would have the authority to investigate time-travel events and, where necessary, bring charges against civilians or Starfleet personnel who violated Regulation 157, the Temporal Prime Directive.

EARLY YEARS

In its first definitive action, DTI decided conclusively that further temporal intervention in the matter of Theta Eridani V would only intensify the problem, and in accordance with the Temporal Prime Directive, decided to leave bad enough alone. It also recommended that the Darvash Crisis be added to the curriculum at Starfleet Academy.

DTI went through numerous directors in its first sixty years, though it is agreed that its second director, the Vulcan Imok, had the greatest influence on its development and direction. Imok applied Surak's logical principles to the moral and ethical problems of time travel; under his direction, DTI extended and refined the Temporal Prime Directive to its sensible limits. Throughout this time, starship captains used their authority to deal with simple, localized temporal anomalies without recourse to DTI. DTI did, and still does, analyze ships' logs and formal reports, however, and periodically issues warnings about recurring phenomena such as the Nexus.

THE NEXT CRISES

Ignoring occasional collisions with causal loop events and free cosmic strings, the Federation faced a number of time-travel dilemmas and mysteries during the early 24th century, with causes lying in the past, the present, and the future. Among the many DTI cases, the three following stand out as typical and important.

The Iabbo Incursion

Following exposure to mutagenic dekyon rays, the 22nd-century Betazoid Maltanar Iabbo gained the ability to project his consciousness into his own "future self" and, as his power increased, even into his descendants' minds. He was always able to return to his own mind in the 22nd century, and the Betazoid historical record shows that Iabbo made several fortuitous investments and political moves using information gained in these psychic jumps. Iabbo's family on Betazed was therefore

quite powerful by 2318, when he arrived in his great-granddaughter Ilyana's psyche. However, due to interference caused by a next-generation transwarp drive prototype being tested in the Betazed system as he arrived, Maltanar Labbo was unable to return to 2189 and his own mind. Psychic interference caused by the conjoining of two minds for far longer than either one could stand drove Maltanar/Ilyana to madness. They went on a brief crime spree across Betazed before fleeing the system in hope of hijacking a starship capable of returning to the 22nd century. Betazoid officials called in DTI at this time, and Agent Anatoli Krakauer tracked the labbos to Alpha Cygni IV, where he was able to apprehend and imprison the Maltanar/Ilyana joint being. Ilyana's physical body died despite two years of intense psychic therapy on Vulcan and Betazed, both her mind and Maltanar's had succumbed to madness long before. DTI analysts agreed that sending agents to the 22nd century to undo Maltanar's other meddling would further damage the timeline, and decided not to tinker further with history.

The Mirya Mystery

In 2325, the El-Aurian DTI Agent Wyannis encountered an enigma worthy of her talents. A female humanoid appeared to her in broad daylight, on Earth, and begged for aid in returning home. Wyannis took the woman—who called herself Mirya—to a safe place and heard her story. Mirya was a scientist from the 30th century who'd been experimenting with baryon resonance imaging, a technique, she said, which should have enabled her to view any point in history without having to travel in space or time to do so. But something had gone wrong, and now she was cascading backward in time, returning to the normal timeline at random intervals for a few days before getting pulled further back. Her most recent stop had been aboard a starship in the late 2360's, and she had no idea when the next one would be. DTI scientists and investigators studied this woman

EPISODE SEED: ECHOES OF COR'SALA

In orbit around Andoria for a vital interstellar conference, the Crew's ship is caught and flung back in time by an unexpected flareup of the Andorian Wormhole Remnant (see p. 17). When the ionic static clears, the Crew are not alone: a Ferengi Marauder, a Romulan Warbird, and an Andorian Defense Force cruiser float above Andoria, also displaced in time. Sensors and history banks determine that the year is 1906, and the experimental warp vessel New Andoria has just begun the series of tests that will destroy it—and create the Andorian Wormhole.

The Crew have many tasks to complete, and not much time. If the ships from the future don't hide rapidly, it's likely that Andorian ground or space sensors will spot them, possibly altering history if the Andorians delay the test. Getting the suspicious Romulans to agree to share cloaking devices is only the first challenge; the Ferengi want to sell the local Andorians better warp engines, and they claim diplomatic immunity if the Crew objects. The Ferengi captain points out that if the New Andoria's launch is a success, Andoria will be spared the horrific catastrophe of the wormhole explosion, which nearly drove Andoria into an Ice Age. Scarily, some of the ADF personnel agree; perhaps Andorian shipmates of the Crew (or even Andorian Crew members) do, too!

The Warbird's first officer is a fanatical Tal Shiar agent—the type who might be willing to risk changing history to remove a core Federation member. Finally, the Crew need local Andorian telemetry data to chart a return course through the wormhole when the New Andoria does explode—the new ships' arrival has changed local conditions, making their historical astrophysics charts useless. Do the Crew trust the ADF to beam onto an Andorian space station and retrieve the telemetry without warning the scientists aboard of the New Andoria's danger? Can they prevent the Ferengi from doing a deal on the side that would strand everyone in a new time? And just what are the Romulans up to?

from the future. Although they could find no sign that she was lying, they also discovered no way to stop further cascades. Certainly if she were to reappear within the previous few decades, DTI would be able to find a record of her in the historical files at Memory Alpha, but the only thing to turn up were a few vague comments about a miraculous female visitor seen by starship captains during the days of the *Daedalus*, warning of dangers in the future.

The Andorian Affair

Agent Wyannis played an important role in the Federation's next temporal crisis; she had the good fortune to be aboard the Federation science vessel *U.S.S. Thorne* near the Vulcan homeworld in 2332 when a Romulan warbird dropped into that sun's gravity well and vanished from the present day. The *Thorne's* crew immediately began receiving transmissions in native Vulcan, as well as the Andorians' native tongue; to the Starfleet craft's shock, the Vulcans and Andorians seemed to be at war. Her El-Aurian heritage telling her instinctively that time had come unstuck, Wyannis asked Sarnok, the *Thorne's* captain, to take the ship back in time. When Sarnok balked, citing the Temporal Prime Directive, Wyannis pointed out that as far as could be told there was no Temporal Prime Directive; indeed, as far as could be told, the *Thorne* was all that remained of the Federation. Finding herself to be effectively the Director of DTI, Wyannis gave Sarnok permission to travel back in time.

Sarnok's science staff discovered that the *Thorne* remained within the chronal wake of the warbird; with little time to spare, the starship set off into the past to stop the Romulans. The *U.S.S. Thorne* emerged almost 740 years in the past. There was no sign of the warbird; the *Thorne's* crew immediately assumed that it had cloaked or warped out of the system. Frantic retooling of the sensors led Captain Sarnok's crew to discover that the warbird was not cloaked, but had warped out, on a heading that would take it to Andoria. The *Thorne* pursued at maximum warp while Wyannis consulted the ship's historical database for precise information about this time period.

A few days of pursuit and stealthy investigation led the crew of the *Thorne* to realize that the warbird had brought warp technology to Andoria well before the Andorians would develop it on their own. At this point the *Thorne's* crew was startled to discover another time-lost ship in a hidden orbit around one of the gas giants on the outskirts of Andoria's star system. That ship seemed to recognize that the *Thorne* was from another time as well, and after some voice messages in the Vulcan language, the two crews met on an inhabitable moon. Sarnok and Wyannis were startled to see that the other crew was Romulan. That ship—the *Z'rok*—had come from roughly one hundred years in this timeline's future, and its crew described a brutal series of wars of conquest, in which these Andorians had rapidly expanded throughout the Alpha and Beta Quadrants, enslaving all who stood in their way. The Romulans had been conquered years earlier, but the *Z'rok's* crew was part of a resistance movement that had gone back in time to kill the Andorian researchers who had developed warp drive.

When the *Z'rok's* crew learned that the Andorians had gained warp technology from their own people they became enraged and immediately set out in pursuit of the warbird. This left the *Thorne's* crew to remove the warp-drive data from the surface of Andoria itself. The *Z'rok* was somehow able to contact the warbird and convince its crew to leave the humans and Vulcans to their own devices, and the *Thorne's* crew, with the help of jury-rigged gene-masking technology, was able to beam down to Andoria covertly and destroy the warp-drive data. The *Thorne* then returned to the present day, to find that reality as we know it had returned.

The Romulan Rapprochement

Within a few weeks of this event, a cell of the *Tal Shiar* contacted DTI quietly, well outside of the normal diplomatic channels. This cell purported to speak for the Romulan Star Empire on the matter of time travel. Without consulting Starfleet Intelligence, representatives of DTI and the *Tal Shiar* met on Peresylva V, a world within the Romulan Neutral Zone. Neither group had the authority to speak on behalf of its government, but both were more than a little concerned about what they called "The Andorian Affair." The Romulans, it turned out, had a directive in place similar to the Temporal Prime Directive, but the Romulan directive was more specific than the Federation version; the Romulan Temporal Analysis Group didn't see any harm in going back in time to interfere with other races' histories, as long as the Romulans were unharmed. The Andorian Affair had made it clear to the Temporal Analysis Group that altering history could have unforeseen effects across the galaxy.

withdrawal of Oreas from the Centaurian Parliament prevent[illegible] a deadlock [illegible]

1947: Ferengi spacecraft crashes near Roswell, New Mexico, following a time displacement.

1949: Rise of the Ukora Segment ends Tellarite Voice Wars after Melbonit of cura resigns following mass Ukora protests.

1951: The relationship between Cimera III and the Orions abruptly ends as the Orions simply fail to reappear. Minosians begin supplying weapons to the Lorenze Cluster.

1957: Earth's space age begins with the launch of an artificial satellite *Sputnik II* by the Soviet Union.

1959: Tiburonese return to scientific matters after Neprin discovers orgone.

1960: Orion raids into the collapsing Vegan Tyranny make interstellar travel and communication in the region haz[illegible]

Neither DTI nor the TAG had the authority to sign treaties on behalf of its government, but they did agree to the Temporal Prime Directive in principle. While it was obvious to both parties that they weren't going to get a long agreement worked out, nor even official sanction, the two groups did agree that cooperation might occasionally be necessary to keep the timeline flowing properly. Many of the alternate timelines that the groups had seen had both sides of the Neutral Zone in worse shape than in the "core" timeline. While there were chances that either group might improve its own lot, the odds were good that the unexpected side effects of such changes would make things unpredictably worse for either or both sides.

Senator Darulus:

After a third attempt at altering the timeline, I must conclude that continued experimentation of this nature can only serve to weaken the Empire. The assassinations of Roosevelt, Melbonit, and Tilandi each served to push Earth, Tellar, and Centaurus into military-aggressive paranoid states far stronger than expected; in one "testbed" universe, the Empire was reduced to ash, while in the others the Federation and Empire are locked in wars of attrition. None of these alternatives truly outmatches our current standing, Senator. I urge you to cease further investigation into the malleability of the timeline. In truth, some of the weaker members of my crew have succumbed to madness; the repeated strain [illegible] not treated them well.

Yours in loyal service,
Rimorr, Captain, Sh'val

Yesterday's Yar

The *U.S.S. Enterprise*-D witnessed another "reality slide" when its encounter with a temporal rift near Narendra III brought the *U.S.S. Enterprise*-C forward to 2366 and changed history to an alternate future in which the Federation and Klingon Empire were locked in a cataclysmic death struggle (see "The Federation-Klingon War," page 32). Quick action by Captain Picard of the alternate *Enterprise*-D (whose El-Aurian friend and passenger Guinan noticed the shift) returned the timeline to normal, except for one detail. Lieutenant Natasha Yar of the alternate *Enterprise*-D joined the crew of the *Enterprise*-C in a trip back to the Narendra III battle in 2344. The Romulans captured Lieutenant Yar in the battle's aftermath. Inconclusive reports indicate that TAG may have interrogated this alternate Lieutenant Yar upon her arrival at Romulus; she likely died in Romulan custody in 2349.

Research and Reconnaissance

Upon receipt of Picard's logs, DTI began research into a subspace sensor to detect timeline shifts, to allow for more directed investigation in the wake of a Temporal Prime Directive violation or other transtemporal eventuality. DTI contacted the long-retired El-Aurian agent Wyannis and spent several months exploring the relationship between

El-Aurians and the space-time continuum. Eventually, Centauran researcher Tosonal Undavra recreated a cybernetic equivalent of the El-Aurians sense of place and time; by 2368, DTI began production on such technological space-time anomaly detectors, the largest of which was to be the Space-time Anomaly Detection Array (SADA), orbiting a stable red dwarf code-named Cassandra (see page 56).

Around the same time that DTI deployed SADA, Starfleet historians got a special treat, in the form of the 23rd-century starship *U.S.S. Bozeman* and its crew. The *Bozeman*, a *Soyuz*-class vessel under Captain Morgan Bateman, had run into a temporal loop some eighty years earlier and had finally emerged into modern reality. After returning to a nearby starbase with the *Enterprise*, the *Bozeman's* crew went through debriefing and a few months of R&R leave. The bored crew soon reunited for a return to active duty aboard the *Bozeman*, refitted and serving with distinction to this day.

SERIES SEED: U.S.S. BOZEMAN

Running a series set aboard the *U.S.S. Bozeman* or a ship in similar circumstances can be a great Narrator's tool. If, for instance, the Narrator really likes the setting and themes of the *Star Trek: The Next Generation Roleplaying Game* but has players who prefer the *Star Trek Roleplaying Game* setting, a ship like the *Bozeman* can be a great compromise. Alternatively, a "culture clash" campaign, where some of the crew is from Kirk's era and the rest is from Picard's or Janeway's, can also fit nicely onto the *Bozeman* or a kindred vessel. Conversely, a *Star Trek Roleplaying Game* Narrator seeking a change from the 23rd-century setting who wants to throw his players a loop can send their ship on a patrol mission to the Typhon Expanse—and run the *Star Trek: The Next Generation* episode "Cause and Effect" from the other side, paving the way for a "fish out of water" story arc or series.

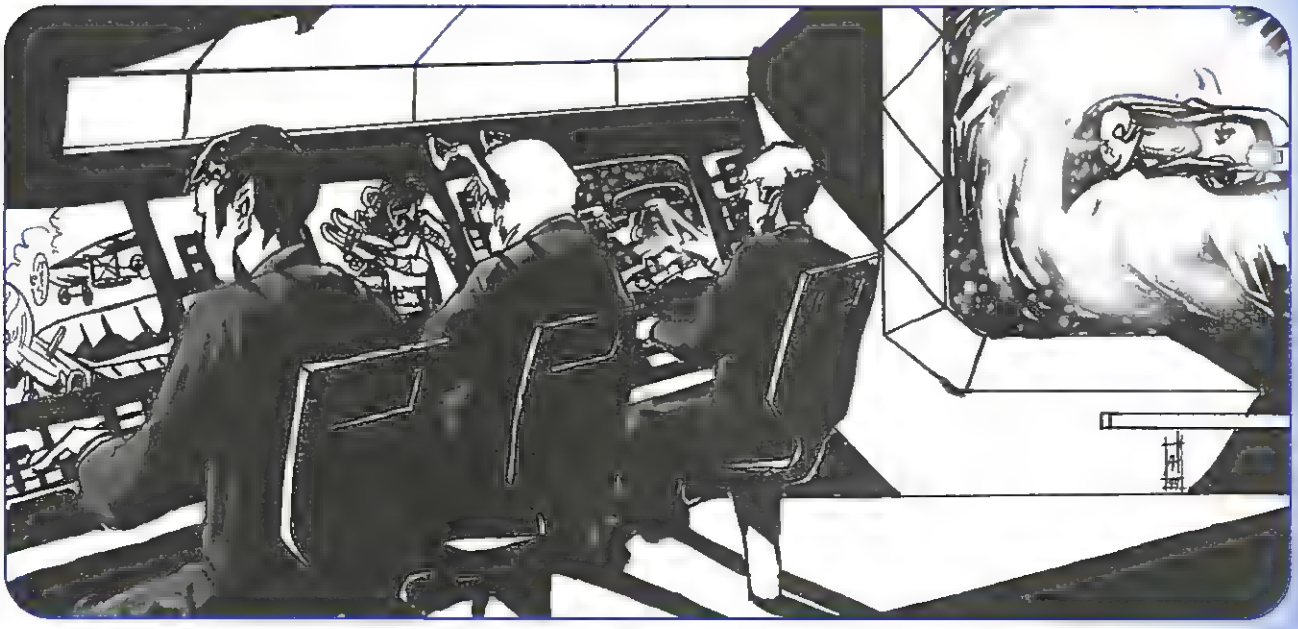
Return of the White Thendra

In 2369, the crew of the Federation Science vessel *U.S.S. Crick* petitioned DTI for permission to return to the past to harvest DNA samples from extinct organisms. The *Crick's* commanding officer, Captain Gwendolyn Schmidt, put forth a persuasive argument that such harvesting could be done without harm to the timeline; plants and animals could be transported to a starship and either have waste cells extracted for cloning, or, if they were simple enough, be channeled over to the ship's replicator and recreated that way. In either event, the organism could be returned to its precise location in less than five seconds. Such a genetic record could serve to diversify depleted ecosystems throughout the galaxy, as well as provide a hedge against events such as the Probe incident of 2286.

DTI leadership resisted Schmidt's proposal at first, calling it the first step on a slippery slope into violating the Temporal Prime Directive. Eventually, however, the crew of the *Crick* drafted a detailed project outline with a second-by-second (in some cases) schedule, as well as a number of emergency measures to be taken in the event of a serious temporal disturbance. Schmidt also pulled in some contacts on the Federation Science Council and drafted a number of white papers on the Uncertainty Principle and its effects over the long run. Eventually, the Crick received permission to go back in time and "rescue" the DNA of the Centauran white *thendra*, a wormlike bird that proved vulnerable to envi-

ronmental toxicity at the beginning of the Centauran industrial age. SADA noted no serious temporal instabilities as a result of the trip, and within a few months the Alpha Centauri system saw its first white *thendra* in more than three hundred years.

The Department of Temporal Investigations



The Federation Department of Temporal Investigations (DTI) is an apparently humble organization with an awesome responsibility. Technically part of the Federation Science Council, DTI is a civilian organization entrusted with the monitoring and protection of the timeline against invasion and tampering. It has the most advanced technology in the Federation at its disposal, and wide-reaching authority to protect the existence of the United Federation of Planets and "established" history in any way possible. What it never has, and perhaps never can, is enough resources to patrol all of time. Thus, it depends even more heavily than Starfleet on the skills, brains, and guts of its agents.

History

Shortly after the Federation first encountered positive proof of the existence of time travel in the 23rd century, it appointed an organization to study the possible effects time

1977: Initial tests of the space shuttle *Enterprise*; the first Earth spacecraft to bear the name

1986: Dr. Jules Nichols of Plexicorp invents transparent aluminum

1992: The Eugenics Wars begin on Earth

1995: Vasquez Unicom Games founded

1996: The Eugenics Wars end; Khan Noonien Singh escapes Earth aboard the S.S. *Botany Bay*

1999: *Voyager 6* probe launched from Earth

2002: Jason Royce launches the *Nomad* probe from Earth

2004: Thalassa colony destroyed by massive quakes and volcanic eruption

2009: Christopher mission to Saturn

2024: The Bell Riots wrack the United States on Earth

2035: Tellarite Space Elevator completed

2037: NASA launches the spacecraft *Columbia*

2041: First Romulan-Klingon War begins

travel might have on the timeline. DTI began as the Chronal Assessment Committee (CAC) of the Federation Science Council, commissioned to study theories of time travel and their possible consequences and report its findings to the Federation Council. CAC worked closely with the Anomalous Physics Group (APG) of the Science Council in developing practical time-travel technologies for Federation use. After the Darvash Crisis of 2298 (see page 39), the Council merged CAC and the Temporal Physics Subgroup of the APG into DTI.

As time travel became more and more practical, DTI's responsibilities expanded to include monitoring the timeline for any indications of tampering or unauthorized trips through time that might impact on the present. Agents of DTI investigated independent scientists on Federation worlds conducting time-travel experiments. Those experiments judged too dangerous to the stability of the continuum were discontinued, while others were brought under the aegis of the department and given addition resources. The strict regulations of DTI were one of the factors that led scientist Paul Manheim to leave Earth for Vandor IV, where he could continue his unorthodox experiments involving time and gravity (see page 9).

In the 24th century, the Department of Temporal Investigations serves as a regulatory body controlling all time-travel research and technology in the Federation. DTI field agents investigate all reports of temporal anomalies, rifts, and other phenomena. They also investigate the reports of Starfleet officers and other Federation personnel involved in temporal incidents of any kind, to determine any possible damage to the timeline and how (or if) it can be repaired. Unknown to the general public, DTI also sends field agents into the past to investigate temporal anomalies there, and to protect certain historical events from being altered by any outside agency, including accidental changes to the timeline. The Department is in fact responsible for the security of the entire history of the universe, or at least the portions of it that affect the Federation as a whole.

It is possible DTI will develop into a larger and even more comprehensive agency as time-travel technology continues to evolve. Encounters with time travelers from the future suggest that DTI may be an early "ancestor" of the 29th-century Federation Timefleet, possibly an "offspring" of Starfleet and DTI, with combined responsibilities in both time and space (see page 59).

Organization

The Department of Temporal Investigations is organized as a department of the Federation Science Council, at least in the official records. In truth, DTI works well outside the normal Science Council purview, in liaison with Starfleet, FIS, and local planetary governments. The Federation Council considers the protection of the timeline a matter of utmost importance, so they give DTI all the latitude possible to do its job.

THE DIRECTOR

A director and four assistant directors, who report to the Chief Science Advisor, the Starfleet Chief-in-Command, and the President of the Federation, head the Department. The current director of DTI is Reginald Hartwell, a human scientist and administrator. Hartwell runs the Department with a crisp efficiency, but allows his agents enough leeway to carry out their missions without excessive red tape tying their hands.

Hartwell worked as a field agent for DTI himself and understands the challenges agents face in the field first-hand. He fondly recalls a particular mission where he traveled through the Guardian of Forever to stop a Romulan

spy from altering the outcome of the Earth-Romulan War. Unfortunately, he is the only person who even remembers the mission, and the existence of the Guardian of Forever is kept secret from all but the directors and assistant directors of DTI. Hartwell refers to his agents as "the secret heroes of the Federation." He's well aware of the fact that Starfleet garners the fame and adulation of the Federation's populace, and he claims he prefers it that way. "We simply couldn't do our jobs if everyone in the galaxy was looking over our shoulders every moment."

Hartwell lives in his native London, not far from DTI headquarters. An unrepentant workaholic, Hartwell remains a bachelor at the age of 52, although he does have a healthy interest in companionship. His neatly trimmed dark hair and mustache are always in perfect order, and his clothing is always neat and presentable. Agents say Director Hartwell could weather a complete collapse of space-time and still somehow manage to keep his uniform crisp and spotless.

Reginald Hartwell, Director, DTI

Attributes

Fitness 2
  Vitality +2
Coordination 3
Intellect 4
  Logic +1
Presence 4
  Willpower +1
Psi 0

Skills

Administration (Civilian) 4 (5)
Athletics (Climbing) 2 (3)
Charm (Influence) 2 (3)
Command (Leadership) 3 (4)
Computer (Programming) 3 (4)
Culture (Federation) 3 (4)
  (Human) (4)
Diplomacy (Federation Council) 2 (4)
Disguise 2
Dodge 3
Energy Weapon (Phaser) 2 (4)
Espionage (Temporal) 2 (5)
First Aid 2
History (Earth) 3 (5)
  (Federation) (6)
Languages
  Federation Standard 4
  Romulan 2
  Vulcan 3
Law (Federation) 1 (3)
  (DTI Regulations) (5)
Personal Equipment (Temporal Tricorder) 2 (4)
Persuasion (Debate) 2 (3)
Physical Sciences (Temporal Physics) 1 (4)
Planetside Survival (Urban) 2 (3)
Projectile Weapon (Gunpowder Pistol) 1 (3)
Search 2
Shipboard Systems (Sensors) 1 (2)
Social Sciences (Sociology) 2 (3)
Strategic Operations (Temporal) 2 (4)
Streetwise (Romulan-occupied Planets) 2 (3)
Unarmed Combat (Judo) 2 (3)
Vehicle Operation (Aircar) 2 (3)
World Knowledge (Earth) 3 (4)

Advantages/Disadvantages

Bold, Eidetic Memory, Promotion (Head of DTI)
Code of Honor (Temporal Prime Directive), Obsessive Tendencies (Workaholic)

Courage 9

Renown 18

Aggression 0	Discipline 6	Skill 5
Initiative 5	Openness 2	

2047: Nausicaans uplift pre-to-industrial civilization by the Romulans

2052: Colonel Green loses U.S. presidential election, Earth

2053: Colonel Green and his cohorts launch a wave of biological and nuclear attacks that begin Earth's third World War; Moore Opun genetically engineers Napeans into empaths

2055: Li Kuan conquers much of Eurasia on Earth, founding the Eastern Coalition

2063: Sevak initiates Vulcan-human first contact when Zefram Cochrane's *Phoenix* becomes the first human-built vessel to use warp drive

2064: S.S. *Valiant* launched on deep-space exploratory mission by European Hegemony

2066: First contact between Earth and Alpha Centauri

2067: "Great Awakening" of peace and love on Argelius II

HEADQUARTERS

The Department's headquarters is located in a building in London, on Earth. The Director makes regular visits to the office of the Federation President in Paris and the headquarters of Starfleet Command in San Francisco. Director Hartwell prefers to make these trips by shuttle or aircar whenever possible, although the Department does have transporter facilities on site.

From the outside DTI's headquarters appears quite humble, a Victorian-era mock-Tudor building in London's West End. The building has been heavily renovated with 24th-century building materials but retains its quaint historical charm. Inside, the headquarters is one hundred percent modern, with its own dedicated building computer the equal of any found on board a Starfleet vessel. Computer control surfaces are found throughout the building, keyed to fingerprints and voiceprint for primary access.

The two aboveground levels of the building are the Department's public offices, where support staff and personnel from the Federation Science Council work, prepare reports, and handle other routine operations. The real work of DTI takes place in the headquarters' ten underground levels, cut deep into the bedrock using phaser torches and other modern building techniques. These levels are restricted to only DTI personnel and others cleared by the Federation Council or Starfleet Command.

The underground levels hold the building's primary and secondary fusion reactors (located on the lowermost levels), the main computer core and back-up systems, and offices for DTI personnel, including the Director's office. The headquarters also has extensive laboratory facilities for studying and testing different temporal theories, its own transporter facilities (including some highly experimental subspace and quantum tunneling transporter technology), several holosuites (used in training and historical modeling), and a massive historical database compiled by the finest scholars in the Federation, much of it from first-hand observation.

DTI also maintains branch offices on the core worlds of the Federation, such as Vulcan, Andoria, Tellar, Bolarus IX, and dozens of others. Most of these facilities are small, nondescript, and as well equipped as a small starship in terms of technology and gear. Field agents operate out of these facilities while studying temporal phenomena, and can rely on them to provide equipment and assistance when needed.

RECRUITMENT

Unlike Starfleet, the Department of Temporal Investigations keeps the majority of its operations secret, so it does not recruit as openly as Starfleet does. Instead, DTI recruits from the ranks of civilian services, such as the Federation Science Council, planetary security forces, the Daystrom Institute, and similar organizations. Recruits are preferably intelligent, well educated, physically fit, and adaptable. They must also pass Federation security checks before being given access to sensitive classified information.

Since many of the potential recruits fitting DTI's criteria end up joining Starfleet instead, the Department often finds itself short-staffed or having to "make do" with what recruits it can get. That is not the say DTI's personnel are of anything less than the highest caliber, only that the Department has a greater difficulty finding the right people than does Starfleet. Some have suggested (only somewhat jokingly) that DTI should try recruiting agents from the past or the future. The Department cannot officially consider this, of course, because of the Temporal Prime Directive, although ever since the days of Gillian Taylor there have been quiet exceptions.

Fortunately, the Department's staff is nowhere near the size of Starfleet's, although technically they cover far more "territory." This means DTI can afford to train elite agents to handle the most dangerous field assignments that crop up. In times of need, the Department turns to Starfleet Command, particularly Starfleet Intelligence, for additional personnel, although it prefers not to whenever possible.

DTI personnel have a certain reputation in Starfleet as heavy-handed, always ready to pounce on a violation of the temporal directives. On the other hand, Starfleet officers have a reputation in DTI for being mavericks and loose cannons who don't really understand the nature of time, but are still allowed to blunder around in it. Both stereotypes are exaggerations, to be sure, but there is some truth in both of them.

The Department approaches potential recruits carefully. DTI handles extremely sensitive information regarding the nature of time and time-travel techniques, so it cannot trust just anyone. The Department's work also requires a certain "mental flexibility" (to use Director Hartwell's term); not everyone is cut out to deal with time travel. Once a field agent feels out a potential recruit and determines his suitability, the request is passed on to the Director for approval and the training process begins.

TRAINING

DTI trains its personnel in much the same way as Starfleet Academy does, but with less emphasis on tactical skills and a greater focus on scientific and technical skills, along with the skills needed by agents in the field. Most of the Department's recruits have considerable education by the time they sign up. Many are graduates of some of the finest universities in the Federation, holding advanced degrees in history, sociology, physics, and engineering.

The Department's training program focuses on bringing recruits "up to speed" on the latest theories regarding time travel, temporal physics, and temporal mechanics. This information is doled out based on the agent's security clearance. Higher-ranking agents of the Department are better educated about the true nature of time, as the Federation understands it, and about the state of the Federation's time-travel technology.

RANKS

The Department of Temporal Investigations is a civilian organization, so it has a less formal system of ranks than does Starfleet. At the lowest level is the support staff of the organization, which has little day-to-day contact with sensitive information. These personnel handle reports, work in the regulatory bureaucracy, provide information and research support for field agents, and run the Department's offices. The technical support personnel work directly with the Department's technology. Their clearance must be higher to deal with some of DTI's more advanced technologies, and many of the Department's most brilliant minds work in the technical support field.

The main ranks of the Department are filled with agents. Field agents handle various assignments for the Department, mostly involving research into temporal phenomena and anomalies throughout Federation and frontier space, interviewing Starfleet personnel involved in temporal incidents, and so forth. Special agents, the highest agent rank, are involved in the most sensitive operations of the Department, including missions involving actual time travel for research or counteralteration purposes. For more on the activities of DTI agents, see "Operations" below (page 55).

Above the agent level come the various regional branch directors, who administer DTI facilities on different Federation worlds. The Department maintains facilities on the core worlds of the Federation, as well as on planets of technological or scientific interest. The Department also has secret facilities, such as SADA or the research and monitoring station located on the Guardian of Forever's planet. The regional directors answer to one of the assistant directors of the Department on Earth.

The four assistant directors handle much of the day-to-day business of running DTI, dividing Federation space between them. They hand out assignments, read and approve reports, oversee administrative staff, and present information to Director Hartwell in regular meetings. Branch directors and assistant directors are chosen primarily for their administrative abilities, creating something of a gap between the agents in the field and the "paper pushers" back at headquarters.

The Director of DTI and his assistants report directly to the head of the Federation Science Council and the President of the United Federation of Planets. The Department also gives regular reports to Starfleet's Chief-in-Command, keeping Starfleet abreast of any new developments or investigations and giving recommendations on directives involving temporal phenomena. DTI is not under Starfleet's authority, however, a fact field agents are quick to point out when dealing with uncooperative or overbearing Starfleet officers.

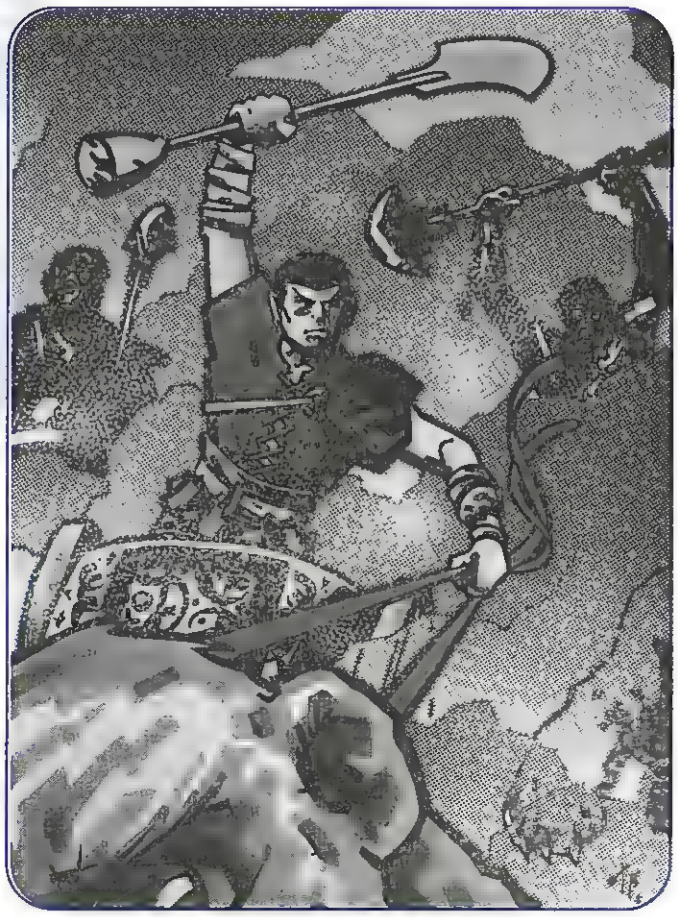
2053: Last known radio signal from the Andorian colony on Tolith VI.

2069: Death of the last Klingon emperor results in a brief period of civil war. Counter-rise of the Klingon High Council and the Second Klingon Empire. First Romulan-Klingon War ends. Closure of Andorian wormhole creates dangerous ion storms, triggering premature Andorian ice age.

2072: Civil war on Hareja restricts powers of the Hareljan Adjudication Bureau.

2073: Andorian scientists complete a satellite project which holds the new ice age barely in check, and begin to study radio signals still being dutifully sent by the "lost" colonists of Cimera III. The Andorians learn of the existence of the Orions and of the fate of their remaining colonies.

PROMOTION AND ADVANCEMENT



Like other organizations in the Federation, the Department of Temporal Investigations promotes personnel based solely on merit and ability. The Department tends to favor careful and methodical work and a respect for established procedure over acts of heroism and daring, but there are always exceptions. A field agent involved in a renowned incident (renowned within the Department, at least) is likely to be promoted unless he has a reputation as a "loose cannon." In that case the Director may assign a few months of desk duty as a cooling-off period or a reprimand.

Promotions are recommended by an assistant director and approved by the Director. Seniority is a factor; an agent is expected to defer to a senior agent of the same rank in most circumstances. Field agents assigned by DTI headquarters have the authority to override agents of a local branch, if they see fit. Special agents have authority over any other agents in the field, although they tend not to throw their weight around.

Like Starfleet captains, many DTI agents prefer to remain in the field, refusing promotion to administrative status in order to continue their work. On the other hand, some of the best directors of DTI (including Imok and Reginald Hartwell) have served as agents in the field, and understand the difficulties and challenges agents face.

UNIFORMS

As a civilian organization, DTI does not have a standard uniform in the same manner as does Starfleet or the Federation Merchant Marine. Department field agents are expected to dress in a semiformal manner while on the job, but have considerable latitude otherwise when it comes to choosing their clothing. Understated, conservative fashions found on the Federation core worlds (particularly Earth) are the most common for DTI agents.

Certain missions require agents to operate in more hazardous conditions. In this case, DTI agents generally wear standard-issue jumpsuits similar to those worn by Starfleet personnel, but lacking rank and branch insignia or colors. The Department may issue agents camouflage uniforms for stealth missions. Replicator systems can also create peri-

od clothing for agents going on a mission into the past; DTI's main fashion database on Alpha Centauri is one of the most complete in existence.

Regulations

Just like Starfleet, DTI's regulations define the purpose, and limits, of the organization. They began as a loose set of guidelines involving research into time-related phenomena and developed into a complete set of directives defining the Department's mission, objectives, and restrictions, popularly known as "the book" among agents. All Department personnel receive a complete course in DTI's regulations and are expected to adhere to them. The Department does not expect slavish devotion to doing things "by the book," but senior agents and directors regularly remind raw recruits that "the book" was written for a reason, and the Department's regulations work, at least most of the time.

Also like Starfleet, DTI's regulations are divided into different broad categories. True regulations cover specific operations within the bureau and how they should be carried out. Everything from the proper way to recalibrate a temporal tricorder to the format and language used in reports is described in "the book." General Orders are the most important directives of the Department, including the Temporal Prime Directive. Directives are short-term orders from a director or higher up, even the Chief Science Advisor or the Federation President. Directives apply to a particular mission or situation. Lastly, guidelines are the codes of conduct expected of DTI agents, but are not as strictly enforced as true regulations.

THE TEMPORAL PRIME DIRECTIVE

The most important regulation of the Department of Temporal Investigations is without a doubt General Order 157, the Temporal Prime Directive, which states that no interference in the proper and natural development of time and history is allowed. As far as DTI and the Federation are concerned, the "proper and natural development" of history is the timeline currently known to the Department and the Federation's scientists. The Temporal Prime Directive also applies to all Starfleet and other Federation personnel but, much to the annoyance of field agents, there it is honored more in the breach.

The most basic result of the Temporal Prime Directive is DTI's "hands off" attitude toward history. The Department's stated policy is to avoid *any* change or disruption to the timeline. In truth, it's a bit more difficult, since DTI knows full well how easily the timeline can and has been changed. Still, the Department does its best to limit the changes as much as possible. This means no use of time travel to alter the past, even if it appears such alterations might be for the better: no going back and killing Hitler, Khan Noonien Singh, or Colonel Green as infants.

The key reason for this directive is the sheer unpredictability of time. It is nearly impossible to calculate the effects any given change will have on the timeline, so the Federation prefers not to take the risk and bans *any* such changes. For example, during the Dominion War, there was a Starfleet proposal to use Federation time technology to travel back and take action to avert the war, or at least change circumstances in favor of the Federation Alliance. Director Hartwell immediately rejected it. Putting aside the tremendous risks it posed to the timeline, DTI, and the Federation, could not condone what amounted to an attack on beings that had, at their point in the timeline, done no harm to the Federation or its citizens, even if they would do so in the future.

REGULATIONS

DTI regulations cover specific jobs and operations within the organization. Regulations cover the most routine, day-to-day aspects of Department business—how to dress, how to prepare a report, how to conduct an investigation, whom to inform in the event of an unexpected development, and so forth. Experienced DTI field agents are well known for being able to quote the regulations chapter and verse, usually for the benefit of rookie agents or to intimidate reluctant Starfleet officers.

The Department's regulations are extensive, but they can largely be boiled down to different versions of Federation and Starfleet rules of conduct and extensions of the Temporal Prime Directive. They state that DTI personnel should conduct themselves in a professional manner at all times, do whatever is necessary to prevent any deliberate alterations in the timeline, not engage in unnecessary time travel, and respect the authority of their superiors and Federation law.

The Assistant Directors or Director discipline violators of regulations as they see fit. Minor violations, like improper filing of reports, may result in additional "grunt work" or other punishment. More serious violations can result in formal reprimands (limiting an agent's chances of promotion) or demotion to a lower position (including assignment to a desk job on a short- or long-term basis). Only violations resulting in serious consequences, such as death or injury, result in the dismissal of the agent from the Department.

EPISODE SEED: BENDII SYNDROME

The Crew's vessel is orbiting Vulcan, having journeyed to the Epsilon Eridani system on their way back toward Earth in order to allow a Vulcan crewmember to return home for his time of mating. Taking advantage of the layover, the vessel settles in for a few days of shore leave, and the ship's science department beams down to Vulcan's many institutes of learning in eager packs. The rest of the crew is free to tour the planet as they please.

While on the planet's surface, the Crew is invited to the house of a respected Vulcan scientist, Somok, by a valet in his service. The valet explains that there is a significant problem that perhaps the Crew and its vessel might be willing to solve *quietly*, with no public interest aroused. Clearly, the Crew has happened on an incident capable of embarrassing Somok's family and staff, and they are in fact too ashamed to bring the problem to other Vulcans.

The Crew is introduced to T'qal, she who is Somok's wife. An elderly Vulcan, she is a scientist like her husband. T'qal is a specialist in subspace physics and the practical applications of high-energy chronoradiation discharges (a dangerous branch of physics involving the "manhandling" of chunks of space-time). Somok is a physician, a specialist in Vulcan neural physiology.

T'qal, while stoic, is clearly physically drained, her eyes bleak and sunken. Her husband, she explains, is in the early stages of Bendii Syndrome, a rare disease that causes the breakdown of parts of the Vulcan brain, making the repression of emotions impossible. Elderly Vulcans who suffer from the disease undergo increasing numbers of intensely emotional episodes which tend to worsen as time goes on, and eventually they die unpleasant deaths. Somok, it seems, has not taken his illness well, and in a fit of desperate rage used T'qal's equipment to force a window into the distant past (2077), a temporal "hook" used to abduct the first known sufferer of Bendii Syndrome, drawing him into the present. Somok hopes to study the patient in order to find a cure and has disappeared from the house with him. T'qal has no idea where they are.

The Crew is faced with a difficult situation. Somok has been hit hard by his disease, transformed from a brilliant, logical physician into a brilliant, desperate madman. Driven only by his fear of mortality and his rage, he has taken over the lab facilities of a colleague and is holding several others hostage as he works his experiments. The Crew must locate him, negotiate (or force) the safety of the hostages, and rescue the time-lost patient and return him to the past where he can live out his life as history records it -or as close to it as is possible, now that the timeline is already in jeopardy. The trouble is that by the time they catch up with Somok, his patient has already been cured!

In some cases, violation of regulations may result in investigation or even prosecution. Since DTI is a civilian organization, it does not have the authority to hold court martial proceedings, although it has stringent internal review policies. Federation authorities handle criminal matters. DTI agents accused of crimes on a particular planet are not extradited to the local authorities—the Federation prefers to deal with these cases itself, since agents know sensitive information.

DIRECTIVES

Directives are orders from a superior on how to handle a particular mission or situation. They may come from a higher-ranking agent, the Director, or even from the Federation President. Directives provide guidelines for agents in the field, and they carry the same weight as any established regulation. Violating a guideline can lead to the disciplining, demotion, or even dismissal of an agent, although the last is unlikely except in cases where the violation resulted in death, serious injury, or other damage.

GUIDELINES

Rather than trap agents with endless rules, the Department prefers to trust in the judgment of its agents to handle the many different situations they run into. The Department's guidelines are established to give agents a reference point for their decisions, showing them what is expected of them in various situations. They may then take the guidelines and extrapolate from them as needed. The key guidelines of DTI are outlined below:

- Agents should avoid violence whenever possible. In the present, agents can use violence only in self-defense and only as a last resort. Agents operating in the past should avoid lethal violence *at all costs* save the existence of the timeline or the Federation itself.
- Agents should take any reasonable measures possible to contain or eliminate dangerous temporal phenomena. This includes temporal rifts, quantum fissures, and similar instabilities, along with rogue or alien time-travel technology.
- Agents should engage in as little time travel as possible to complete their mission objectives, and should not engage in unauthorized time travel *unless absolutely necessary*.
- Agents should likewise endeavor to prevent any and all alterations to the existing timeline. Barring that, agents should try to limit contamination of the timeline as much as possible. This guideline in particular prohibits agents from "playing tricks" with temporal technology, including such things as trying to visit themselves at some point in the past or future. The potential repercussions for the timeline are too great to ignore.
- Agents should bring nothing back with them from other times or other timelines. They should likewise leave nothing behind in other times or timelines, particularly items that may cause contamination of the timeline.

CREATING GUIDELINES

Narrators of DTI campaigns or other series involving a great deal of time travel should feel free to invent additional guidelines on the spot, if necessary, to preserve the fun of the game for everyone involved. For example, players may come up with a particularly interesting way to twist time that could lead to a serious paradox (or at least a major headache for the Narrator). In this case, the Narrator is perfectly justified in saying "Well, yes, you *could* try that, but it is expressly forbidden in Temporal Regulations—are you sure that's a good idea?" Narrators should use the guidelines and regulations to encourage players to be creative in ways that enhance the game.

Operations

The Department of Temporal Investigations covers a very large "territory": the whole of the timeline and, technically, the potential infinity of parallel timelines, although these rarely impinge in DTI's normal affairs. The Department conducts four primary types of operations: research into history, time, and temporal technology; investigation of time travel and temporal phenomena; rescue of persons affected by temporal phenomena; and defending the timeline against alteration or invasion.

RESEARCH

The bulk of DTI's work involves research. As a department of the Federation Science Council, its main charter is research into time and time-related phenomena. The Department's research breaks down into two main categories: historical research and temporal research.

Historical research studies events in the past, both to increase the Federation's store of historical knowledge and to understand better the flow of history and causation. Historical research is strongly affected by the Temporal Prime Directive; historians are *studying* the past, not attempting to influence it in any way. This generally limits historical researchers to analyzing logs of field agents or accompanying field missions. DTI researchers can occasionally reconstruct an accurate "energy picture" of a past event by interpreting quantum field data in a tachyon matrix. These models can locate power plants in the past, powerful emissions of energy such as explosions or phaser blasts, and (at extreme levels of uncertainty) individual beings by RNA resonance. The images displayed by the Guardian of Forever (page 21) are considerably clearer, but often more cryptic, flashing past at an incredible rate. Researchers continue to make recordings of the Guardian's images, but the artifact is off-limits for most historical research, since scientists are not entirely clear whether or not the act of observing an event via the Guardian may possibly change it. (The Guardian's only response to the question is, "There is

2113: The *Lor'Velo*, Andoria's first warp-capable vessel, is launched. Exploring Cumea II within the year and beginning the Andorians' role as an interstellar community.

2121: Andoria recolonizes Omega I. After a period of ten years, the Thalassa and Quardis colonies are reestablished, the Ihlith VII ruins are explored in a series of expeditions that convinces the Andorians to leave the Trill system alone.

2124: First known rogue breaks of Rigelian Fever strain Rigel IV.

2130: Earth's South American Union and Eastern Coalition join the New Earth Republic, rather than be overthrown by their own people.

2132: Death of Buck Bokai, one of the greatest baseball players in Earth's history. The Andoria-Rigel trade corridor is established.

no separation between the observer and the observed.")

Generally speaking, historical research is none too exciting, except to students of history. However, DTI researchers are often the first to discover "warning signs" of a potential intrusion into the past. On several occasions, researchers have turned up unusual data leading field agents to a pastward investigation that turned up rogue time travelers. The information from the Historical Research Section of DTI is also invaluable in continually updating the comprehensive historical database used by field agents.

DTI also conducts research into better understanding of the nature of time itself, including new and improved temporal technology. Most of the devices used by field agents were developed by the Department, or improved based on equipment jury-rigged in the field by DTI and Starfleet personnel.

DTI carefully monitors its own and others' research into the nature of time to prevent any possible accidents from affecting the timeline. Special agents field-test new devices, including new techniques of time travel. Thus far there have been no fatalities resulting directly from the testing of any new DTI temporal technology, but some serious injuries have resulted on occasion.

More recently, DTI has kept an eye on activities near established wormholes; wormholes can pull objects through time as well as space, and the number of time-travel incidents near the Bajoran and Barzan wormholes seem to bear this out. DTI's council continues to push the Federation Council to establish a minimum safe distance from major wormholes for starship travel and sapient habitation, but legislation of that sort is unlikely to pass, given the amount of traffic that depends on various established wormholes.

SADA

The largest DTI research facility is the enormous Space-time Anomaly Detection Array (SADA) orbiting a stable red dwarf code-named Cassandra. SADA utilizes immense kilometers-square receptor fields which detect chronitons, dekyons, and other anomalous chronometric particles, interlinked with a tachyon-detection field converted from Starfleet prototypes. SADA data refresh every millisecond, comparing the current universal quantum state against temporally isolated records and against the known and stable decay rate of Cassandra's delta-ray output. Although SADA has detected timeline fluxes and temporal sabotage before, its primary purpose is to map, classify, and track temporal anomalies.

DTI theorized that SADA would probably prove useless if a time traveler returned to a period before it was created and prevented it from being built, but if that reality could be corrected, the sensors would show that a change had taken place, even though most sapient lifeforms would not be able to detect the change. Additionally, the sensors would work perfectly well to detect nearby time travel (within Federation borders) that does not go back to destroy them.

Access to SADA data is tightly controlled by DTI, and only emergency-class alerts are generally broadcast to Starfleet or the general public. Even Cassandra's coordinates are kept secret, known only to top DTI and Starfleet personnel. *Tal Shiar* agents have repeatedly attempted to gain access to SADA, and SI believes that the Romulans believe SADA exists to track Romulan warbirds by their chroniton emissions.

INVESTIGATION

DTI agents are dispatched to study and investigate various temporal phenomena. Most often this involves a rift or other disturbance reported by SADA or a Starfleet vessel, or following up on Starfleet reports of time travel or temporal disruptions. Usually routine work, an investigation can become a problem if the temporal disturbance poses a

possible threat to the timeline. In this case, the DTI agents are instructed to neutralize the disturbance in any way possible to ensure the continued safety of the timeline.

The Department has a few of its own starships for transporting agents and investigating temporal phenomena in space (see page 96), but DTI agents often travel on board a Starfleet vessel to make use of its superior speed and defensive capabilities, especially if the mission may become dangerous. In such cases, Starfleet designates the agents senior mission specialists; the captain retains command of his vessel, but the agents are in command of the mission.

DTI agents conduct routine checks on all reports of temporal activity filed by Starfleet officers, even after the fact. The reason for the investigation is twofold. First, they wish to ensure no damage was done to the timeline, since the individuals involved in the change are the only ones likely to remember the "original" history. If the agents do find evidence of temporal alterations, they can investigate options for repairing the damage. DTI also conducts investigations to learn more about the method of time travel used and whether or not any regulations were violated in the process. If a Starfleet vessel encounters a new form of time travel, the Department wants to know about it.

RESCUE

On occasion, DTI has to assist ships or individuals involved in a temporal shift of some kind. This may be a case of Federation personnel stranded in the past by a temporal rift or other phenomenon, or a failed DTI mission requiring agents to assist in getting their associates out of trouble.

Finding out that a rescue mission is needed is often the most difficult part. The Department has a record of one case in the 24th century where the *U.S.S. Prometheus* and its crew, badly damaged in a Tholian attack, slipped through some sort of "temporal instability" and found themselves stranded in the distant past. The crew of the *Prometheus* was able to send a message to DTI thousands of years in the future by planting clues at an archeological site on Medinnia III. After finding the ship's "time capsule" the Department dispatched agents into the past to locate the *Prometheus* and return it to the present.

DEFENSE

The Department of Temporal Investigations' final, and most vital, function is protecting the timeline against accidental or intentional alteration, or potential invasion from other time periods or parallel timelines. This is also the Department's most difficult task, since temporal alterations can so often be unpredictable.

Not long after its first experiences with time travel, the Federation developed quantum-resonance detection technology. When an object travels through time, it sends a "ripple" along the quantum signature of the timeline, much like plucking a violin string. The quantum-resonance detector (see page 58, below) can pick up these "ripples" and determine from them an object's destination (but not origin, unfortunately) in space-time, based on a series of complex calculations.

SADA (and other specialized quantum detectors, such as the ones in orbit around Earth, Vulcan, and other key Federation worlds) picks up any indication of other time travelers operating in the timeline. When they are detected, the Department immediately dispatches a team of agents to investigate the penetration of the timeline and to prevent any alterations.

2135: On Andoria, controversial laws are passed which permit "champions" to proxy for the defender in a ritual duel.

2138: Rise to prominence of Betazed reformer Dajnara.

2139: Betazoid ship *Avanda* breaks warp barrier, first contact between Betazed and the Terabian.

2141: Dura Vilay unifies Axanar following the Rectification War.

2144: The *U.S.S. Challenger* encounters Andorian shipping along the Andoria/Rigel route, the first contact between humans and Andorians.

2145: Vulcan-Andorian first contact.

2148: First permanent human trading presence in Rigel system on Rigel IV.

2150: Australia becomes the final country to join the New Earth Republic.

2151: Krenim scientist Annora invents the

Teams of agents wait on standby twenty-four hours a day for emergency missions into the past. Provided the agents are dispatched "before" any alterations in the timeline are made (measured in absolute time from the moment the penetration was detected), there is a chance they can prevent any contamination. DTI agents have protected the timeline from alteration on numerous occasions, with the general populace of the Federation completely unaware of their actions.

The quantum detection system is not entirely foolproof. There do appear to be means of time travel it cannot detect, most likely because their quantum resonance is simply too faint, lost in the "background noise" of the timeline's quantum signature. For example, the Devidians remained undetected until the *U.S.S. Enterprise*-D discovered their scavenging expedition into 1893 San Francisco. This means the possibility always remains of the timeline being altered without the Department's notice.

Equipment

The Department of Temporal Investigations uses a wide range of cutting-edge Federation equipment and technology. This includes the Starfleet technology described in the *Star Trek: The Next Generation Roleplaying Game* and some of the equipment from *The First Line: The Starfleet Intelligence Handbook*. DTI can acquire nearly any technology available to the Federation, and has access to some unique technology of its own. These items involve affecting quantum and temporal fields, and are generally restricted to DTI only. Starfleet characters may be assigned them on a limited basis, particularly when assisting the Department on a mission.

Quantum Flux Transporter

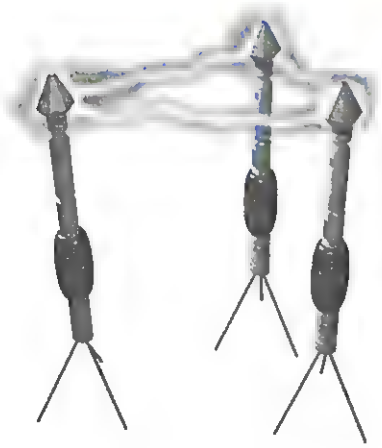
Quantum flux transporters are used primarily for rescue and reconnaissance missions into parallel timelines, when necessary. A quantum flux transporter places matter in an energized state similarly to a standard transporter, but reroutes the matter stream through a special matrix to shift it into a different state of quantum flux, moving the matter into another timeline matching its new quantum state and rematerializing it. The QF transporter can beam matter only to timelines with a known quantum signature. (See "Quantum Mechanics," page 26.)

Although it is theoretically possible to explore other timelines simply by choosing different quantum signatures at random, the Federation considers this far too risky and prefers to avoid contact with other timelines out of concern about attracting unwanted attention. Even making the inhabitants *aware* of the existence of other quantum realities could have immeasurable effects on another timeline.

Quantum Resonance Detector

A quantum resonance detector picks up fluctuations in the quantum resonance of the timeline caused when an object shifts through the temporal dimensions. This allows a user at any point along the timeline to detect time travelers at any earlier point. The detector cannot pick up temporal shifts futureward of its position in the timeline. Once the fluctuation is detected, a Moderate (7) Shipboard Systems (Sensors) test can pinpoint the disturbance's exact position in space-time with a small margin of error (within 1 minute and 100 meters). This sensor must be mounted in a satellite, a shuttlecraft, or a larger vessel to operate.

Temporal Stabilizers



These devices are similar to transporter pattern enhancers and work in a similar fashion. Set up around an area or object, they create a zone of temporal stability by generating focused dekyons to "ground out" any chronal energies. This is useful for containing objects in a state of temporal or quantum flux, keeping them "anchored" in space-time. Temporal stabilizers can also contain limited temporal disruptions, although more powerful disruptions overload their phase coils and render them useless. Temporal stabilizers are part of the design of the quantum flux transporter (above).

Size: Upright cylinders 2 m tall and 10 cm in diameter, with a tripod base and a bulge halfway up

Mass: 10 kg each

Duration: 500 hours

Temporal Tricorder

The tricorders used by DTI field agents are specially modified from the standard Starfleet model. Their scanners can detect chroniton emissions at a distance of 2,000 meters, useful for analyzing small or local temporal phenomena. A temporal tricorder is tuned to perform a scan of an object's quantum signature at close range (25 meters), allowing the user to detect whether or not the object is from another time period or timeline. Finally, temporal tricorders have an extensive historical database to assist agents in performing historical research in the field (reduce the difficulty of any Social Sciences (History) test by one level).

Like all items of advanced technology, temporal tricorders must not be allowed to fall into the hands of people in the past. This is especially true because of the tricorder's historical database, which could have profound repercussions on the future if someone from the past gained access to it.

Size: 8.5 cm x 12 cm x 3 cm

Mass: 0.35 kg

Duration: 1,000 hours + induction recharging

The Federation Timefleet

One organization of particular interest to the Department of Temporal Investigations is not from the past but from the future. On several occa-

USING THE TIMEFLEET

The Federation Timefleet makes a useful *deus ex machina* for episodes involving time travel: it has advanced technology and a good reason for keeping its motives secret from the Crew. An agent can show up when the Narrator needs a supporting character to warn the Crew off from some dangerous temporal venture, or to give them a cryptic hint about a time-travel mystery they are involved with.

A Timefleet agent can also serve as an antagonist in an episode, seeking to prevent an alteration in the timeline that the Crew is trying to accomplish, or trying to prevent the Crew from inadvertently changing the timeline. Prior experience has shown the Timefleet to be ruthless in carrying out its directives. From its point of view, the history of the entire timeline is at stake. This makes it more than willing to destroy a single ship, possibly an entire planet or civilization, if it is necessary to maintain what it considers the proper flow of history.

Narrators running characters from the 29th century should play them as arrogant, superior, and cryptic. They tend to treat people from the 24th century like we in the 20th century might treat someone from the 15th: as an ignorant primitive with no real understanding of the complexities of the situation.

temporal exclusion zone.

2154: Earth Regains plant colonies in Vega system.

2156: The beginning of the war between Earth and the Romulan Star Empire.

2160: The Battle of Cheron, the final conflict in the Romulan Wars, resulting in a Romulan defeat and peace treaty is signed establishing the Romulan Neutral Zone. Terran Convention is drafted, the Articles of Federation.

sions, Starfleet and DTI personnel have encountered ships and individuals claiming to be from a 29th-century organization known as the Timefleet, under the Temporal Integrity Commission of the Federation. Their vessels apparently travel through space-time through the creation of artificial temporal rifts using a graviton matrix, a technology far beyond the Federation's current capabilities (although Professor Manheim's experiments predicted that a graviton grid could theoretically control an artificial time rift).

The Timefleet's technology appears, for the most part, to be mature and advanced versions of current DTI technology. For example, its transporter systems can beam objects through space-time and reintegrate the structures of objects and persons duplicated in space-time. Its technology also includes a broader understanding of quantum principles; one of the Timefleet's weapons is a subatomic disruptor that breaks down matter at the quantum level. The Timefleet apparently makes use of advanced quantum computers, and has the capability to create free-willed holographic constructs using mobile emitters.

There is considerable speculation that the Timefleet is a 29th-century fusion of Starfleet and DTI following great advances in temporal technology, making distinctions between space and time virtually meaningless. The Timefleet apparently explores all of space-time, much like Starfleet explores space in the present. Its regulations include its own Temporal Prime Directive, forbidding it from interfering in the normal course of history. Like DTI, however, the Timefleet apparently does not include time travel and certain temporal phenomena in the "normal course of history." It has interfered in the past to prevent certain temporal changes. It is also extremely reluctant to provide any information whatsoever, since it might affect the past in some unforeseen way.

DTI agents are advised to use extreme caution in dealing with anyone from the Federation Timefleet (or any other time travelers from the future). For the time being, the Federation believes the Timefleet's purpose is benign, but it does not require its personnel to obey Timefleet personnel's orders or even to cooperate with them if it does not seem reasonable to do so. The Timefleet's unwillingness to discuss its purpose or reason for intervening in certain events makes it an unknown quantity.

DTI Characters

This chapter contains information on creating characters for a time-travel series, with a focus on characters working for the Department of Temporal Investigations. It includes character overlays, backgrounds, skills, advantages, and disadvantages.

OVERLAYS

AGENT

Agents of DTI operate in the field, gathering information, investigating temporal disturbances and anomalies, and even traveling through time to protect the timeline from tampering. Agents require a broad range of skills to handle whatever challenges might come up, and they are trained in a variety of conflict resolution techniques, focused on subtlety.

2161: Alpha Centauri, Andoria, Earth, Tellar, and Vulcan form the United Federation of Planets. Starfleet and Starfleet Academy are established, the former absorbing the established UFSP fleet.

2162: *U.S.S. Daedalus* designed by Gnam of Tellar, commissioned.

2165: Sarek of Vulcan, son of Skon and Grandson of Solkar, is born. The Earth colony at Deneva is established.

2166: Battle of Delta Doradus breaks the Orion pirate fleet, preserving Federation commerce.

2167: The *Archon* is destroyed by Landru at planet Beta III. The *U.S.S. Essex* is destroyed in an electromagnetic storm above the moon of Mab-Bu VI. Outbreak of war between Betazed and the Terabian.

An agent must have at least one level of Promotion, or several if he is going to operate as a regular field agent or even a special agent, assigned to missions into the past.

Administration (DTI) 1 (2)
Athletics (choose Specialization) 1 (2)
Command (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Phaser) 1 (2)
Espionage (choose Specialization) 2 (3)
History (Federation) 2 (3)
Language
  Federation Standard 1
Law (DTI Regulations) 1 (2)
Personal Equipment (Temporal Tricorder) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Primitive Weaponry (choose Specialization) 1 (3)
Search 2
Unarmed Combat (Starfleet Martial Arts) 1 (2)

APPLIED HISTORIAN

DTI historians specialize in history both as chronicle of events and as ongoing phenomenon. They analyze cultures, spot danger points, advise mission planners, and occasionally go on field missions to gather valuable historical information and counter on-site sabotage of the timeline. DTI historians can often tell exactly which nexus point to alter to restore the timeline, and some have specialized in crucial periods like 20th-century Earth or Tellar, 17th-century Andoria, or 4th-century Vulcan. Thanks to DTI's ongoing manpower shortage, historians often double as social scientists and archaeologists in a pinch.

Computer (Research) 2 (3)
Dodge 1
History (Federation) 2 (4)
  (choose two additional Specializations) (4) and (4)
Language
  Federation Standard 1
  Any other Language 1
Law (DTI Regulations) 1 (2)
Personal Equipment (Temporal Tricorder) 2 (3)
Persuasion (Debate) 1 (2)

Planetside Survival (choose Specialization) 1 (2)
Social Science (Archaeology OR Anthropology) 2 (3)
(Historical Engineering) (4)
Science, Any Other (choose Specialization) 1 (2)

TECHNICIAN

Technicians are the DTI personnel in charge of building, maintaining, and operating the Department's equipment, from setting up sensors to probe into temporal anomalies to designing new time machines. Technicians keep the Department's equipment operating at peak efficiency and often work in the field with agents to ensure it continues to do so.

Computer (choose Specialization) 2 (3)
Dodge 1
Energy Weapon (Phaser) 1 (2)
Engineering, Propulsion or Systems (Temporal) 2 (3)
(choose one additional Specialization) (3)
Engineering, Any Other (choose Specialization) 1 (2)
History (Federation) 1 (3)
Language
Federation Standard 1
Law (DTI Regulations) 1 (2)
Personal Equipment (Temporal Tricorder) 2 (3)
Physical Sciences (Temporal Physics) 1 (3)
Shipboard Systems (Temporal) 2 (3)
(choose one additional Specialization) (3)
Vehicle Operations (Shuttlecraft) 1 (2)

TEMPORAL PHYSICIST

DTI scientists study the nature of time and the flow of history, both to understand it better and to refine the Department's temporal technology. Their knowledge of temporal mechanics assists field agents in protecting the timeline from alteration and can provide early warnings of dangerous temporal phenomena. Scientists staff the research facilities of the Department and often go on field missions to gather data or assist agents in dealing with unusual phenomena.

Computer (choose Specialization) 2 (3)
Engineering, Systems (Temporal) 1 (3)
History (Federation) 2 (3)
Language
Federation Standard 1
Law (DTI Regulations) 1 (2)
Personal Equipment (Temporal Tricorder) 2 (3)
Physical Science (Temporal Physics) 2 (4)
(choose one additional Specialization) (3)
Science, Any Other (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Shipboard Systems (Sensors) 1 (2)
(Temporal) (3)
Vehicle Operation (Shuttlecraft) 1 (2)

BACKGROUND HISTORY PACKAGES

The character receives 8 Development Points to spend on Background History.

Advanced Historical Training: History (choose two Specializations) 1 (2) and (2), Social Sciences (Archeology) and (Anthropology) 1 (2) and (2)

Advanced Temporal Engineering: Propulsion Engineering (Temporal Drive) 1 (2), Systems Engineering (Temporal Systems) 1 (2), +1 to Intellect

Advanced Temporal Sciences: Physical Sciences (Temporal Physics) 1 (2), Curious (+1), Innovative (+1), +1 to Intellect, +1 to Logic Edge

Advanced Survival Course: Planetary Survival (choose two Specializations) 1 (2) and (2), Athletic Ability (+2), +1 to Fitness

Intelligence Training: Espionage (Counterintelligence plus one additional Specialization) 1 (2) and (2), Language: Romulan 1, +1 to Perception Edge

2165: Earth physicist [illegible] Koranov Institute [illegible] Cooper's Planet [illegible] Gateway [illegible] Wakefield [illegible] Archon [illegible] Horizon [illegible] Lindbergh [illegible] destroyed with all hands lost, preventing knowledge of the events from reaching [illegible].

2169: Engineering breakthrough results in the design for Starfleet's impulse engine technology that will remain essentially unchanged for centuries. Grave-robbers steal many priceless artifacts from Bajoran burial vaults on Cardassia.

2170: Kalowas's group of American Indians leave Earth to seek a planet to colonize. The Kavis Alpha

EPISODE SEED: MUSEUM PIECE

The Koranov Institute, working in secret with a large team of scientists from across the Federation, has developed what it believes is a completely safe method of time travel for the purposes of historical research. The device, orbiting lifeless Cooper's Planet, is a kilometer-wide time window, a red metallic gateway that can be opened to any time in the past. As long as the "window" remains open, the two time periods involved are (at least in theory) locked in a kind of "causal probability bond" which prevents any changes in the past from altering the present. Only once the gateway is closed would any causal "accounts" need to be settled, and since the gateway can be left open indefinitely, the Institute believes that time travel can now become routine.

The Institute's optimism is challenged when a problem emerges from the other side of the window—in the form of an entire starship! The *U.S.S. Wakefield*, a *Daedalus*-class explorer from the 22nd century, streaks out through the time window and immediately goes to warp, retreating into the darkness of a nearby nebula.

The window had been open to the year 2166, when history records that the *Wakefield* had been hijacked by a criminal madman disguised as one of her crew. According to history, Captain Petrashune and his crew foiled the thief's plans and had their ship back near Earth in time to report the results of their survey, and then to join with the *Archon*, the *Horizon*, and the *Lindbergh* at the battle of Delta Doradus. In the battle, seven Orion pirate vessels were destroyed, and of the four Federation ships involved, only one was destroyed: the *Wakefield*—with all hands lost.

Historically, however, the *Wakefield's* hijacker had not been presented with a convenient temporal gateway, and now the "causal accounts" may be impossible to settle, since the open window maintains its link with the past in "real time," and the nebula housing the hijacked vessel from the past is proving impenetrable. If the ship doesn't soon return to Earth's stellar neighborhood and take its place at Delta Doradus, the time window will become a permanently open alternate timeline, unable to be shut down without destroying the present.

Starfleet summons the Crewmembers to take on a daring mission to maintain the integrity of the past so the window can be closed. The *U.S.S. Lindbergh*, hastily refurbished from its place of honor in the Fleet Museum and made to outwardly resemble the *Wakefield*, is placed in their care, fitted with sufficient automation that it can be operated with a crew of only six. The Crew must fly the ship through the time window, warp to the Sol system, broadcast an archived copy of the *Wakefield's* last historical report via radio from a point near Pluto, and then rush to Delta Doradus to participate in the battle—where it must be destroyed. The Crew's regular ship will also fly through the window, proceeding directly to Delta Doradus, where it can hide behind a moon in order to retrieve the ersatz *Wakefield's* crew via transporter just before it is destroyed. Can the Crew recreate a losing fight and live to tell about it? The real *Wakefield*, if it can eventually be rescued from the nebula, can never be allowed to return to its own time, which could spin off an entire series ....

TOUR OF DUTY PACKAGES

The character receives 10 Development Points to spend on his first posting and 5 Development Points for each posting thereafter.

First Posting (10 Development Points)

Department Branch Assignment: Administration (DTI) 1 (2), Law (DTI Regulations) 1 (2), World Knowledge (assigned world) 1 (2), Contact +1. OPTIONAL: Rival AND Promotion (balance the points).

FIS Liaison: Espionage (choose Specialization) 1 (2), Law (Federation Law) 1 (2), Security (Security Systems) 1 (2), Contact +1 (FIS Agent)

Field Research: Personal Equipment (Temporal Tricorder) 1 (2), Physical Sciences (Temporal Physics) 1 (2), Shipboard Systems (Sensors) 1 (2), Curious +1.

Historical Research: History (choose two Specializations) 1 (2) and (2), Social Sciences (Historical Engineering) 1 (2), World Knowledge (choose Specialization) 1 (2)

Laboratory Research: Physical Sciences (Temporal Physics) 1 (2), Propulsion Engineering (Temporal Drive) 1 (2), Systems Engineering (Temporal) 1 (2), Innovative (+1)

Remote Field Agent: Any Engineering (choose two Tech Levels as Specializations) 1 (2) and (2), Primitive Weaponry OR Projectile Weapon (choose Specialization) 1 (2), Language: choose Language 1

Starfleet Liaison: Command (Starfleet) 1 (2), Law (Starfleet Regulations) 1 (2), Strategic Operations (Starfleet) 1 (2), +2 Renown

Temporal Investigations: Espionage (choose Specialization) 1 (2), Shipboard Systems (Temporal) 1 (2), Bold (+1), Promotion (+1), +2 Renown

Additional Postings (5 Development Points)

Department Branch Assignment: Administration (Department) 1 (2), one additional World Knowledge Specialization 1 (2), Contact (+1)

FIS Liaison: Law (Federation Law) 1 (2), +2 Renown

Field Research: Personal Equipment (Temporal Tricorder) 1 (2), one additional World Knowledge Specialization 1 (2), Contact (+1)

Historical Research: History (choose Specialization) 1 (2), plus two additional World Knowledge Specializations 1 (2) and (2)

Laboratory Research: Physical Sciences (Temporal Physics) 1 (2) OR Systems Engineering (Temporal) 1 (2), plus two additional Science Specializations 1 (2) and (2)

Remote Field Agent: Primitive Weaponry OR Projectile Weaponry (choose Specialization) 1 (2), Language Talent (+2)

Starfleet Liaison: Command (Starfleet) 1 (2), +2 Renown

Temporal Investigations: Espionage (choose Specialization) 1 (2), +2 Renown

SKILLS

This section describes the various skills as they apply to DTI personnel, including new skills and difficulties faced by using skills in the past and future.

USING SKILLS IN OTHER PERIODS

The established *Star Trek Roleplaying Game* skills assume the character is dealing with relatively familiar conditions. Less familiar conditions raise the difficulty for using the skill. Time travelers are often confronted with very unfamiliar conditions. DTI and Starfleet personnel are well acquainted with the history of their various disciplines. However, there is a great difference between knowing the historical development of the steam

engine and being called upon to actually build one (or, worse yet, try to create a subspace transponder using stone knives and bearskins).

As a rule of thumb, when using a skill where the applicable technology is different from the character's (Level Six for most Alpha Quadrant cultures), increase the difficulty by one level per level of difference. So, a Tech Level Six character using Propulsion Engineering to repair or build a steam engine (Tech Level Four) has a two-level increase in difficulty. If the same character was dealing with the rigging and sails of a galley (Tech Level Three), he would have a three-level increase in difficulty. If a character has a particular Specialization in a kind of engineering, he can overcome these penalties.

Likewise, a character dealing with a higher level of technology has a similar problem. Every Tech Level of increase adds one level to the difficulty. Performing even a Routine task with technology one level greater is Moderate, and so forth. Note this applies to *using* superior technology. Actually understanding it is much harder, at least three levels' increase in difficulty. The Narrator can always declare any task simply impossible; a caveman has no chance of understanding how a tricorder works, no matter how high his Intellect is. By the same token, a Starfleet engineer isn't going to understand the techniques used by the Prophets to create the Bajoran wormhole.

The Language Barrier

"Damage control is easy. Reading Klingon, that's *hard."*

– Montgomery Scott, Star Trek IV: The Voyage Home

"That was not *'manual override.'"*

– Lieutenant Commander Data, Star Trek: The Next Generation, *"Contagion"*

One of the major problems of using skills in other time periods and alien settings is the language barrier. An unfamiliar technology is one thing, but it's even more of a problem when the control systems and interfaces are in an unknown language. The Narrator should take this factor into account when the Crew encounters situations involving alien technology or culture. It's more difficult to make a Systems Engineering test or to convince someone using Fast Talk if you don't understand the language. Generally speaking, at least a one-level increase in difficulty is appropriate, perhaps more if the matter is particularly complex.

Normally, the Federation's universal translator technology handles language problems. For all intents and purposes, most aliens in the known galaxy can understand each other regardless of language. The language barrier only shows up when it's dramatically appropriate, such as when dealing with a very different alien race (like the Tamarians from "Darmok") or with ancient alien technology, like the Iconian artifacts from "Contagion."

Established Skills

There are a number of skills useful to time travelers, often distinct from the skills useful to Starfleet officers. DTI teaches most of them to its agents. This section looks at particularly useful skills in a time-travel game, along with some new skills used by characters involved with time travel.

2172: Neutron scandelotes (part of regular 196-year cycle). The Andor system is considered uninhabitable by terrestrials.

2172: The Bajoran poet Akorem Laan leaves Bajor on a journey that will result in time travel to the 24th century via the Bajoran wormhole. He is returned to his own time at the request of Benjamin Sisko, altering the timeline.

2173: Bolian first contact with Ten-Forward and Uzor.

2174: Dainara negotiates the Terabian Armistice, reforms Bezoxod government, helps create the Code of Sentience.

2179: Izar becomes a member of the Federation.

2180: The first practical transporter device invented by Grand of Tellar.

2190: Ejul Thein discovered Andor Sector.

Espionage

Technically, DTI conducts only *counter*espionage; preventing rogue time travelers from altering the timeline. Still, this skill is quite valuable to an agent of DTI or any similar organization. It provides the abilities necessary to operate covertly, without alerting the local inhabitants or authorities of another time period. Narrators interested in an expansion of the Espionage skill and its Specializations should consult *The First Line: The Starfleet Intelligence Handbook* for more information.

DTI agents commonly specialize in the Counterintelligence aspects of Espionage. Other Specializations available in a time-travel series include Specific Period (Cold War Earth, Pre-Awakening Vulcan, Tribal Romulus, and so forth), Temporal Sabotage, and Historical Cryptography.

History

History is an essential skill for time travelers, especially those looking either to change or preserve existing history. It's important to know the historical context of any given action to understand the potential effects of altering it. History also allows a character to "blend in" in a given historical setting more easily, knowing something about the local customs, current events, and so forth (see also Culture and World Knowledge).

Although intentional time travelers (like agents of DTI) generally have access to an extensive database of historical information, it pays to have first-hand knowledge of this skill, since databases are not always accessible. Oftentimes, the only thing that can prevent the nonexistence of the entire Federation is an agent's knowledge of history. DTI agents often learn multiple History Specializations.

Languages

As described under "The Language Barrier," above, language is often an issue for those traveling through time. Federation translation technology can handle virtually any known language, and historical languages are usually known unless they have been "dead" long enough to have become lost (such as a language belonging to a lost or dead civilization). Failure of an agent's universal translator can leave him stuck in a foreign culture with no understanding of the language. For this very reason, DTI agents often pick up at least the basics of some languages, including archaic forms of various modern languages, such as Old English, Classical Romulan, and High Klingon dialects.

Planetary Tactics

A common specialization for this skill among time travelers is the tactics of a particular culture or time period, such as the Roman Empire, Medieval Europe, or ancient Qo'noS. A character with Planetary Tactics can predict the outcome of battles, particularly battles that are merely history to the character.

More importantly, the character can make a skill test to determine how to *change* the outcome of a particular historical battle. The difficulty of the test is based on how great a change that character wants to make and within what parameters. For example, it doesn't take any test to realize that giving the Persians 24th-century weapons will allow them to decimate Alexander's forces. But ensuring a Persian victory *without* any anachronistic technology or techniques may require a Difficult skill test, while overcoming such changes to Persian tactics (allowing Alexander to win as he should) requires a similar test (and probably some direct intervention on the part of the characters).

Primitive Weaponry

Since DTI agents are often dispatched into the past before the invention of things like phasers and stun-sticks, they must rely on local weaponry in conflicts. Many DTI agents learn to use a sword because it's simple, effective, and found in ancient cultures throughout the Alpha Quadrant in one form or another. Some agents also learn more exotic weapons like the Indian *katar*, the Klingon *bat'leth*, or the Vulcan *lirpa*, but these weapons have only limited utility on most missions, unless the agent spends a great deal of time in a particular world's past.

Similarly, some DTI agents often pick up some skill in using projectile weapons, such as the gunpowder weapons of Earth's past. This skill is less common, since it is limited to relatively narrow periods of history, and gunpowder weapons are notoriously dangerous and often deadly (to both the user and the target). Covert use of phasers set on stun is vastly preferable in most situations where a gun is called for and a melee weapon (or bare fists) won't do. Remember--the Temporal Prime Directive forbids killing anyone in the past, for any reason short of preserving the entire timeline.

2193: Subspace radio invented.

2194: Andoria's colony on Vorna III is established.

2196: The *Daedalus* class is retired from Starfleet service.

2209: The first recorded case of transporter psychosis diagnosed on Delta II.

2211: Grahd's improved emitter arrays allow shipboard transporters with the same margin for error as ground-based transporters.

2215: Mark Chausser develops the titanium hull.

2217: *U.S.S. Valiant* destroyed at Eminiar VII.

2218: The *U.S.S. Ranger* makes first contact between the Federation and the Klingons; the Klingons take the *Ranger* and use it to steal warp technology.

2219: Birth of Richard Daystrom, inventor of duotronics. Starfleet survey of the planet Neural.

Social Sciences

Archaeology and Anthropology are common specializations of this skill among DTI scientific personnel. An understanding of a culture from an archaeological perspective provides considerable information on its technology and daily life, while Anthropology provides information on how past cultures operate and may provide useful insights into an unknown or little-known culture. What archaeologist or anthropologist *wouldn't* want to be able to visit the past and see things as they really were?

Unfortunately, the information provided about past cultures by the social sciences is often spotty or inaccurate. This is particularly true in cases where the culture is especially ancient or left few artifacts or other clues about it, as in the cases of the Iconians and many other extinct cultures. The Narrator can allow characters to make Social Sciences tests to recall or extrapolate facts about a known civilization, but should feel free to limit the information the Crew acquires.

Space Sciences

Specializations such as Astrophysics, Space-time Distortions, Subspace Field Dynamics, and so forth can serve as lesser defaults to Physical Sciences (Temporal Physics) (on the next page) in some cases. If the Narrator wishes, for example, a character with Space Sciences (Subspace Field Dynamics) 2 (3) can analyze a temporal anomaly as if he had a Physical Sciences (Temporal Physics) 1 (2) skill.

Vehicle Operations

Although vessels which travel through time may be considered "vehicles" in the broadest sense of the word, piloting a timeship through time is governed by the Shipboard Systems (Temporal Systems) skill rather than Vehicle Operations. For small timeships (no larger than a shuttlecraft) equipped with spatial drive systems, Vehicle Operations is used to guide them through normal space, while Shipboard Systems is used to operate the temporal drive.

World Knowledge and Culture

In a time-travel series, these skills are limited by time as well as space. Conditions on Qo'noS in 2372 are significantly different then on Qo'noS in 2293 after the destruction of Praxis, much less the Qo'noS of centuries ago, during the time of Kahless.

World Knowledge covers a planet's geography, biology, and related conditions like climate. Most of the information remains fairly constant (a planet's features tend to change slowly in historical terms). Culture is often a more volatile skill, since cultures can change significantly in only a few years. The Narrator should take these differences into account when choosing the difficulty for World Knowledge and Culture tests. Situations closer to modern conditions are generally easier, while more obscure or unusual circumstances are more difficult.

DTI agents often specialize in particular historical periods as well as particular cultures or planets. For example, an agent might specialize in World Knowledge of 20th-century Earth, as well as the Alpha Centauri of his modern era.

NEW SKILLS AND SPECIALIZATIONS

Physical Sciences (Temporal Physics)

This Specialization of Physical Sciences covers the information on the nature of space-time given in Chapter One, representing a character's training and expertise in temporal physics. Characters can use this skill to identify and understand different temporal phenomena and to develop theories and solutions to the problems they may pose.

Propulsion Engineering (Temporal Drive)

This Specialization of Propulsion Engineering represents a character's training and expertise with various types of temporal drive technology; systems designed to move a vessel through time as well as space. This includes timeships like those described in Chapter Seven. This specialization is extremely rare in the Federation in the 24th century, since temporal-drive ships are likewise quite rare. It is apparently much more common in the 29th-century Federation Timefleet, where vessels travel through time as easily as space.

Shipboard Systems (Temporal Systems)

This Specialization covers the use of various pieces of temporal equipment described in Chapter Four, as well as the temporal equipment of the ships described in Chapter Seven. Operating temporal equipment requires some skill; characters without this Specialization suffer a one-level increase in difficulty when attempting to operate a piece of temporal equipment. Running a simple chroniton scan or adjusting a temporal tricorder is Routine. Setting a time machine for an exact date and location is Moderate. Doing so under stressful conditions is Challenging. Setting a time machine for a complex shift through space-time or compensating for the effects of a powerful temporal anomaly is Difficult, while using a piece of temporal technology in a new or completely different way is Nearly Impossible.

Social Sciences (Historical Engineering)

This Specialization of Social Sciences focuses on theories of history and how events shape the history of the timeline. In particular, it focuses on *altering* historical events to produce desired changes in the timeline. For most scientists in the 23rd and 24th centuries, this specialty is largely theoretical. For agents of DTI, it is a highly practical skill. DTI personnel use Historical Engineering to understand where different nexus points (see page 11) lie in the timeline and how to prevent or undo possible changes to events in history.

Systems Engineering (Temporal Systems)

The character is familiar with the design, construction, and maintenance of temporal equipment like that described in Chapter Four. A character with this skill can maintain and repair existing temporal equipment and even modify existing equipment to provide temporal functions, such as modifying a transporter to make it a quantum transporter system. Most tasks involving maintenance or repairs are Routine or Moderate. Repairing a system under difficult conditions is Challenging, as is modifying a pre-existing system to function as a temporal device. Building an entirely new temporal system in a short period of time is Difficult, while doing so using limited resources or technology is Nearly Impossible.

PSIONIC SKILLS

Psionic skills are extremely valuable tools to a time traveler. They are "equipment" which is ultimately portable and difficult to take away. Skills like Receptive Telepathy and Empathy are useful in better understanding natives in other time periods and overcoming language barriers. Projective psi skills can serve to confuse or influence others, useful for altering events in subtle, nearly undetectable ways. Unfortunately, indiscriminate use of psionic abilities can also get you imprisoned or executed as a witch or demon in many time periods, and some species have formidable psionic abilities of their own.

Some psionic skills relate specifically to time and time travel. The Narrator is free to allow or ban any of the skills in this section if they are too powerful or simply not suited for the campaign. Some psionic abilities related to time travel are simply beyond the abilities of any of the member species of the Federation; they lie in the realm of advanced beings like the Q and the Bajoran Prophets.

Orthans develop space flight. Shortly thereafter encounter Klingons.

2220: The Federation adopts the Prime Directive. Federation merchant ship *Pamlico Clipper* crashes on Pentace V. Romulans begin colonizing their sector.

2222: Vulcan develops single-shot interstellar drive.

2223: Already poor relations between the Federation and the Klingon Empire erupt into open hostility that will last for several decades after Klingons launch a sneak attack on Ardan IV.

2224: T'Pau becomes High Priestess of Seleya. Orions make first contact with Acamar III and begin slave-mining operations.

2226: Klingons conquer Beta Thoridar.

Khat-t'kel ["Mind Preservation"]

During an accidental projection into the glacial past of the planet Sarpeidon, Commander Spock of the *U.S.S. Enterprise* made a surprising discovery. Vulcans who travel back in time before the Time of Awakening on Vulcan (the period when Surak's philosophy of logic was embraced) suffer a (possibly psychosomatic) breakdown of their logical control over their emotions, reverting to a more savage, emotional state. This limited the ability of Vulcans to serve in the Department of Temporal Investigations as field agents. The Federation's inability to send Vulcan agents into the planet's pre-Surak past was a matter of some concern, since it seemed a prime target for Romulan time agents, and agents of other species had difficulties operating on Vulcan.

Scientists and scholars speculated there is a subconscious telepathic component to Vulcan emotional control—that one of the reasons for the success of Surak's philosophy is a kind of shift in the "collective unconscious" of the Vulcans as a race. In essence, the "collective mind" of all Vulcans provides some background "support" in maintaining logical discipline. This theory may also explain why the Romulans, the Vulcans who chose not to accept Surak's philosophy, have little or no telepathic ability compared to their Vulcan cousins, and why Vulcans born without telepathic abilities are often given to mental illness and bouts of emotion.

Based on this theory, followers of the Path of Khat on Vulcan (see *The Way of Kolinahr*, page 85), developed a new meditative technique, *Khat-t'kel*, intended to keep the user centered and focused on his emotional discipline while traveling through time. A few initial tests conducted by DTI proved the technique functional, allowing more Vulcans to serve as DTI field agents, particularly in Vulcan's distant past.

A Vulcan with this skill can make a Moderate (7) *Khat-t'kel* test for each day of personal time spent before the Time of Awakening. A successful test maintains the character's emotional discipline for that day. A failed test means the character's emotional control slips, bringing on bouts of strongly emotional behavior. The character can try again to regain his discipline, but each failure increases the difficulty of the *Khat-t'kel* test by +2.

Precognition

The character has a limited ability to sense future events before they happen. Quantum instability makes this ability less than one hundred percent reliable, and the character's own actions can change the outcome of events, as described in Chapter One. The character *is* seeing the future, but the future *can* be changed.

Narrators should provide the information the character gets from this ability in the form of hunches and cryptic visions, keeping it relatively vague. In essence, the player gets to ask one question about the future for each use of this skill, and the Narrator answers it. The more specific the question, the more specific the answer. Broad questions like "How will this mission go?" can be answered with "Reasonably well" or "There will be great difficulty." The Narrator should feel free to use quantum instability or other temporal phenomena to limit this skill when necessary.

This skill also grants the effects of the Alertness advantage. In any dangerous situation, the Narrator makes a secret Precognition test for the character and alerts the player when it is successful, saying something like, "You feel a sense of danger nearby."

Routine: Predicting the outcome of a coin toss

Moderate: Sensing imminent danger

Challenging: Predicting the outcome of a mission

Difficult: Foreseeing events years in the future

Nearly Impossible: Foreseeing events decades or centuries in the future

Temporal Projection

The character can project his consciousness through time to inhabit another physical body in a different time period. Conscious, deliberate control of this ability is unknown among the races of the Federation, but DTI has recorded incidents of beings apparently able to use it.

Apparently, the intruder's consciousness completely submerges that of the host, and the intruder is able to use the host's body and any of its physical abilities while using its own skills and knowledge. It is possible the Prophets (and their opposite numbers, the Pah-wraiths), as beings existing outside linear time, use Temporal Projection to possess humanoid hosts.

The difficulty of the Temporal Projection test is based on the distance in time the character wishes to project.

Routine: Hours

Moderate: Days

Challenging: Years

Difficult: Centuries

Nearly Impossible: Millennia or more

Temporal Sense

"This isn't right. It's changed."

– Guinan, Star Trek: The Next Generation, *"Yesterday's Enterprise"*

The character has the ability to sense shifts in temporal flux, including those that change the existing timeline. The character has the benefit of Absolute Sense of Time (page 73). By making a Routine Temporal Sense test the character can "feel" the temporal signature of his location in space-time, pinpointing the correct time down to the nearest second. Additionally, the character can sense the quantum signature of the timeline with a Moderate test. This allows the character to know whether or not he is on his original timeline or a parallel, and to identify the parallel if he's ever sensed its signature before.

More importantly, characters with Temporal Sense can know when alterations are made to the timeline they are in. Unlike others who are futureward of a temporal shift, they can recall the "original" timeline's events. These recollections are generally vague, no more than feelings or hunches most of the time. Occasionally the character can recall useful pieces of information. The most useful is the ability to know where the timeline diverged from the original.

The DTI greatly values personnel with this ability, but it is quite rare, being mostly found in El-Aurians. These agents provide a limited ability for DTI to respond to an alteration in the timeline after history has already changed, provided some kind of time-travel ability still exists. The Department records one case where an agent with Temporal Sense recruited a team of agents in an altered timeline ruled by the Romulan Empire and traveled back to thwart the Romulan plot.

Routine: Sense temporal signature

Moderate: Sense quantum signature. Sense timeline shift.

Challenging: Know where the timeline shifted. Recall vague facts from a previous timeline. ("This is not a ship of war. This is a ship of peace.")

2227: Federation credit becomes standard UFP unit of currency

2229: Marriage of Spock to Amanda Grayson of Earth. Tiburon joins the Federation

2230: Spock, son of Sarek and Amanda, is born. Betelgeuse becomes a member of the Federation

2233: James Tiberius Kirk is born

2236: The inhabitants of Talos IV encounter their first human, Vina, when the S.S. *Columbia* crashes on their world, leaving her as the only survivor

2239: Flint purchases planet Holberg 917G under the name of Brack

2241: T'Pau turns down a seat on the Federation Council

2242: The Battle of Donatu V, fought near Sherman's Planet, curtails Klingon advancement into the Alpha Quadrant and ends

Difficult: Recall specific facts from a previous timeline ("You're not supposed to be here, Tasha.")

Nearly Impossible: Recall detailed facts from a previous timeline

Time Shift

The character can psionically alter his temporal flux and move into the past or future at will. This is an extremely powerful psionic ability, best limited to supporting characters and antagonists, as well as enigmatic aliens like the Traveler (page 91). It is unknown among the races of the Federation.

Time Shift requires total concentration and focus; the character cannot do it if distracted, drugged, or similarly unable to concentrate. It also requires a few moments to activate, so it cannot be used in combat (which is quite distracting in and of itself). The difficulty of the Time Shift test is based on the distance in time the character wishes to travel.

Routine: Hours

Moderate: Days

Challenging: Years

Difficult: Centuries

Nearly Impossible: Millennia or more

Time Stop

The character psionically steps "outside" the normal flow of time, causing time to appear to stop while the character stands between moments. Only one human (Wesley Crusher) has ever achieved this ability, although the potential for it may lie dormant in all beings capable of thought. This skill is unknown to the races of the Federation, and the Narrator should generally prohibit player characters from learning it.

While Time stop is in use, the world appears frozen to the character, who moves and acts normally. The difficulty of the Time Stop test is the amount of subjective (personal) time the character wants the effect to last.

Routine: A few seconds

Moderate: A minute

Challenging: Up to twenty minutes

Difficult: Up to a few hours

Nearly Impossible: A day or more

ADVANTAGES

A number of advantages are useful to characters in a time-travel episode or a DTI series. Particular advantages of interest are discussed below.

ESTABLISHED ADVANTAGES

CONTACT

It is possible, although rare, for a DTI agent to have a Contact in a past time period. Field agents who perform research or other work in the past do their best to avoid contact with local people, but sometimes find it advantageous to cultivate a relationship with a local to enhance their "cover." Knowing a local can be quite valuable when agents need information or assistance in a particular time period.

EIDETIC MEMORY

Characters with this advantage can recall vast amounts of historical information, but the Narrator should keep in mind that this information is only as accurate as the historical records the character reviewed. There may be gaps in the character's knowledge, and some information may be inaccurate or erroneous. Of course, if history is altered or the character is in a different timeline, then any historical knowledge is up for grabs in terms of accuracy.

LANGUAGE ABILITY

This advantage is quite useful for DTI agents, allowing them to pick up a few ancient languages for some of the time periods they visit, so they do not have to rely entirely on universal translators, which can fail at the most inopportune moments.

PROMOTION COST

Cost	Rank
0	DTI Support Staff
1	Junior Agent or Researcher
2	Field Agent or Senior Researcher
3	Special Agent
4	Branch Director
5	Assistant Director
6	Director of DTI

PROMOTION

The Department of Temporal Investigations does not have ranks in the same manner as Starfleet or most paramilitary organizations. Instead, the character's level or promotion determines position and seniority within the organization, as shown on the table below.

SENSE OF TIME

The "internal clock" this advantage grants is accurate only in terms of personal "subjective" time; it can be fooled by time travel. For example, if a character leaves the present at 22:14:04 and arrives ten years in the past at 04:42:15, the character's "internal clock" shows only the amount of time that has passed. Once the character learns the local time, he can "adjust" his sense of time accordingly, but until he does he won't know what time it is, only how much personal time has passed for him.

NEW ADVANTAGES

ABSOLUTE SENSE OF TIME (+2)

The character has an enhanced sense of time. This includes the advantage Sense of Time, but it functions more efficiently. The character always knows where he is along the timeline within a minute or two. If a character with this advantage is moved through time 112 hours and 7 minutes, he knows it, even if he was unconscious at the moment of the time shift. The character does not immediately know the local time when shifted, but can figure it out quite easily (with a Routine (3) Mathematics test).

HISTORICAL APTITUDE (+2)

The character has a talent for understanding history. He receives an additional die on any Historical skill test, including tests to understand changes or possible alterations in history, such as Social Sciences (Historical Engineering).

QUANTUM SENSE (+2)

The character has an innate ability to sense the quantum resonance of anything he is touching (including himself). The character can tell

instantly by touching something whether or not it comes from the character's own timeline or an alternate timeline. The character also knows immediately if he is no longer in his own timeline. This ability functions automatically unless something is disguising or distorting the quantum signature. No roll is required.

Temporal Genius (+4)

The character has a strong intuitive grasp of temporal mechanics and theory. He is adept at understanding the inner workings of time, temporal phenomena, and temporal technology of all kinds. The character receives an additional die when making any skill test involving understanding, using, building, or repairing temporal technology.

DISADVANTAGES

Established Disadvantages

Even more than Starfleet, DTI carefully screens agents for psychological problems that might impede their duties. Agents are entrusted with some of the most advanced and dangerous technology in the Federation, so certain disadvantages are very unlikely for them. These include Bloodlust, Greedy, Impulsive, and Vengeful. Disadvantages like Dark Secret, Fanatic, Intolerant, Obsessive Tendencies, and Phobias are less common. The Narrator should carefully consider such disadvantages before allowing characters to take them in the game.

Code of Honor

The Department's own code of honor is quite common among its agents. It requires the character to uphold the principles and policies of the Federation and DTI, including the Temporal Prime Directive. This includes no time travel for personal gain and no altering the past, no matter how "reasonable" a change might seem. Note this "disadvantage" is not *required* of DTI agents, it merely shows the agent is especially devoted to upholding the Department's regulations.

New Disadvantages

Duplicate (–2 or –3)

This is a peculiar form of the Rival disadvantage known only to characters engaging in a fair amount of temporal or dimensional travel. The character has a duplicate of himself from another timeline or from something like a temporal or transporter mishap. (The 29th century Timefleet can re-integrate duplicates, if all duplicates are brought together with the original.) Duplicates from other timelines have shown up in *Star Trek*, and both Captain Kirk and Commander Riker had to deal with duplicates of themselves created in transporter accidents.

The duplicate is like the character in nearly every way, down to the genetic level, although the duplicate may have a different history than the original (how different is up to the player and the Narrator). This may result in slightly different skills or other traits. No matter how identical, a duplicate from another timeline can be detected

using a quantum-resonance scan to detect the duplicate's different resonance.

The character's duplicate exists in his timeline and cannot return "home" for some reason. Otherwise this disadvantage does not apply. (Technically *everyone* has temporal duplicates; it's only the ones hanging around in the character's own timeline who count as disadvantages.)

The duplicate can cause trouble for the original character, since people will tend to believe he is the original character. Commander Riker's duplicate once used his identity to steal the *U.S.S. Defiant*, for example. The duplicate automatically has the No Past disadvantage (see below) and may resent the "original" character. A duplicate can cause its original no end of problems with friends and loved ones by pretending to be the original character. The Department of Temporal Investigations uses quantum-resonance scans to prevent duplicates of its agents from breaching their security.

This disadvantage is worth 2 points if the duplicate is relatively benign, looking only to make the character's life difficult. If the duplicate is out to kill the character or otherwise destroy him (an "evil duplicate"), the disadvantage is worth 3 points.

No Past (–2)

For some reason or another, the character has no personal history. Most often this is due to the character coming from an isolated world away from computerized civilization, or deliberate deletion of any and all records about the character. It may also be a result of time travel altering the timeline and erasing the character's personal history, or because the character is from an alternate timeline. The character has memories of his own past, but those events never "actually" occurred; there is no record of the character in various databases, no birth records, and no trace of his existence in any way.

In some ways this is an advantage: The character is difficult to track since he doesn't really exist as far as things like historical databases are concerned. Such rare individuals are valuable to espionage organizations like Starfleet Intelligence, since they are true ciphers with no background to investigate. On the other hand, the character has no legal existence; government institutions don't recognize him, and he has no claims to property or possessions in a civilization like the Federation. As far as most legal mechanisms are concerned, the character doesn't exist; he's a nonentity.

If the disadvantage resulted from time or dimensional travel, the character may have other complications to deal with. There may be a Duplicate of the character (see above) in the present timeline, in which case it is the duplicate who is considered the "original." The character may suffer confusion and isolation as a result of his lack of a past, or may be confused with the past of his duplicate in some way.

Characters with the No Past disadvantage begin with 0 Renown points and cannot have any Contacts, Rivals, Allies, Patrons, etc. without express Narrator approval unless they earn them in later play.

Primitive (–1 to –5)

The character comes from a culture less developed than that of the Federation. This may be a primitive planet with little or no contact with advanced cultures. In a time-travel game, it can also mean the character is from the past, before much advanced technology was even invented. The

2248: Klingons and Federation negotiate the Seldons IV Convention on the treatment of prisoners, later every major space-faring power in the region becomes signatory to it.

2249: In an attempt to counter a Orion slave-trading, the Federation annexes the human Rigel IV colony.

player must come up with a reason for the character's lack of education and why the character is involved with a more advanced culture, subject to the Narrator's approval.

This gives the character a penalty in dealing with more advanced technology (see "Using Skills In Other Time Periods," page 65, for more information). For each point the disadvantage is worth, the character's "native" Technology Level is one lower than the standard for the campaign (Level Six in most *Star Trek* games). So a character with Primitive (–4) is from a Tech Level 2 culture, roughly Bronze Age in development. The character suffers a four-level increase in difficulty when dealing with Tech Level 6 equipment *and ideas*.

Note that while the character cannot start out with any skills involving high technology, the character *can learn* high-tech physical skills (skills based on Fitness or Coordination) without any difficulty. A primitive character can learn to fire a phaser just as well as anyone, once he overcomes his initial awe and fear of the device. However, the character cannot *understand* a phaser as anything other than "magic" (even if he knows that his new friends call magic "science") without first buying off the Primitive disadvantage.

Temporal Intolerance (–1)

Characters with this disadvantage do not tolerate temporal or dimensional shifts well. Any time the character moves to a different point in space-time using time or dimensional travel, he suffers disorientation and confusion for a period of 1–6 turns. During this time, the character suffers a –2 die penalty to all tests. He must also make a Routine (5) Fitness test, modified by Vitality, to avoid becoming physically ill as a result of the time shift. Characters with this disadvantage generally make poor DTI field agents, although it is found among a number of researchers and other Department personnel (who are often willing to deal with a little timesickness in order to get the job done).

Others in Time

The United Federation of Planets is far from the only civilization with the capability for time travel. In addition to the various species that left time-travel artifacts, such as the creators of the Guardian of Forever, and which may still be active somewhere (or somewhen) in the timeline, many modern races possess the secret of time travel. Some of these races prefer to ignore the possibilities (and the dangers) of travel through time, while other species embrace time travel as a useful tool for exploration or conquest.

Bajorans

While the Bajorans never developed temporal technology, they do have access to some extremely advanced technology in the form of the Orbs, artifacts sent into the Bajor system by the Prophets, the lifeforms living in the Bajoran wormhole. The ten Orbs are hourglass-shaped constructs of an unknown form of energy, apparently created by the Prophets. They

2251: The *Enterprise* begins its second five-year mission commanded by Captain Christopher Pike.

2252: Spock becomes the first Vulcan in Starfleet. First contact between the Federation and the Bolians. Axanar conquers the Herat Cluster, demands Federation membership.

2253: The Axanar Rebellion occurs many member worlds threaten to secede from the Federation. Fleet Captain Garth of Izar defeats the Axanar in the *U.S.S. Constitution*.

2254: Captain Pike and the crew of the *Enterprise* encounter the inhabitants of Talos IV, resulting in a Federation decree that the world is off-limits. Dura Mai leads the Social Awakening on Axanar.

2255: The Neshiley Settlement Project is constructed on Andoria, at the edge

exist in an unusual state of temporal flux, partially outside normal space-time, which makes them virtually invulnerable to harm and difficult to study. The Bajoran monks have studied the Orbs for millennia but have learned nothing about their true nature or technology.

The Orbs have the ability to grant visions to certain people. These visions often transcend linear time, appearing as recollections from the past or, more importantly, visions of the future. The visions granted by the Orbs are the basis of the Bajoran Prophecies, holy texts of the Bajoran people that describe the destiny of Bajor. Enough of the prophecies have come true to convince Federation scientists of the Orbs' use as some kind of "temporal viewer."

The visions granted by the Orbs often follow a particular theme, which has led the Bajorans to name the Orbs accordingly. For example, the Orb of Wisdom often provides visions that aid a petitioner in making a difficult choice or in finding his path in life. Some people receive visions from some Orbs, while others do not. Some people never receive an Orb vision, no matter how often they are exposed to the Orbs. The visions are not limited to Bajorans; members of other species including humans, Trill, and even Ferengi have received visions from the Orbs.

Additionally, one Orb, the Orb of Time, actually has the ability to travel physically through time, bringing passengers along with it. This Orb, like the others, remains in the custody of the Bajoran government. Some Bajoran legends and prophecies seem to indicate the Orb of Time has been used before in Bajoran history, although it is difficult to determine the outcome of the interventions (if any). Federation scientists study Bajoran prophecies and information from Deep Space 9 to learn more about the Prophets and their technology.

STORY NOTES

Generally speaking, the Bajorans aren't regular time travelers; the Orb of Time is their only access to time-travel technology. However, the Bajorans are closely associated with the time-transcendent Prophets, so they are likely to show up in any story where the Prophets do. Narrators can use the Orbs as plot devices to provide a quick, easy (and ultimately unreliable) means of time travel for the Crew, good for an episode or two. The Bajoran Prophecies also make useful plot hooks to build episodes around; can the Crew prevent a dire Bajoran prophecy from coming true? Should they?

Borg

The Borg proved their temporal abilities in 2373 when a Borg cube launched an assault on Earth. Although Starfleet was successful in repelling the Borg attack, the Borg launched a small sphere ship into an artificially created temporal vortex. The *U.S.S. Enterprise*-E followed the Borg into the 21st century, where the Borg attempted to prevent Zefram Cochrane's first warp flight and first contact between humans and Vulcans. The crew of the *Enterprise* ensured that Cochrane's flight took place on schedule and preserved the original timeline.

Some Borg cubes contain temporal transmitters capable of communicating with Borg in the past, and the Borg apparently have the ability to create temporal rifts through the applied projection of chroniton particles.

Starfleet and the Department of Temporal Investigations remains alert for any signs of Borg incursion, either into Federation space or into other points in the timeline. The Borg apparently have the ability to create temporal rifts through the applied projection of chroniton particles. (Borg implants can detect chroniton radiation at resolutions comparable to

those of the 29th century Timefleet.) Borg control over these rifts appears similar to their use of subspace conduits. Although it is possible the Borg were drawn to 2063 by a temporal nexus, or chose it completely at random, this seems unlikely (since the Borg do *nothing* at random).

Federation scientists speculate the Borg's use of temporal technology is a fairly recent development, since the Borg have never used it before. Most likely, the Borg developed the technology after other means of attacking the Federation proved unsuccessful. They adapted to the new circumstances and created a new means of attacking the Federation, through time. It is also possible that the Borg acquired temporal technology by assimilating a race that possessed it, possibly the Krenim, although the Federation is not yet aware of the existence of the Krenim Imperium.

As to why the Borg have not used their temporal technology more often, or made a more concerted attack on Federation history, the most popular theory is that the Borg are cautious in the wake of their last defeat. The attempted intervention in 2063 resulted in the death of the Borg Queen, the coordinating force of the Collective. This was a serious blow to the Borg and may have made them wary of future attempts to tamper with time. It is also likely the Borg have many of the same difficulties in predicting the outcome of certain temporal changes as the Federation, so they are unwilling to attempt some interventions because of their possible repercussions.

STORY NOTES

One of the ultimate time-traveling enemies, the Borg can easily show up in a time-travel series. Even an individual drone (or a pair of them) traveling through time could be a formidable adversary for the Crew. With their adaptability and advanced technology, the Borg can easily deal with just about anything the past has to throw at them. Only the timely intervention of DTI agents can stop them from carrying out whatever plan they have for the past.

One interesting limit on the Borg's time-travel abilities for Narrators to keep in mind is their new "dependence" on humanity. In 2374, the crew of the *U.S.S. Voyager* provided the Borg with the key to winning their war against Species 8472. If the Borg assimilate humanity before this key event, and do not ensure that the information is passed on to the new timeline, it is entirely likely that Species 8472 will destroy the Borg Collective and much of the galaxy! Therefore, the Borg must proceed carefully when it comes to altering history, at least as much as anyone else does.

Cardassians

The Federation is fortunate in that the Cardassian Union apparently has little or no understanding of temporal technology. Cardassian scientific resources have been devoted so strongly toward military research and applications that temporal theory is quite underdeveloped in Cardassian science. The Cardassians are aware of the existence of chroniton particles and similar temporal phenomena, and are capable of detecting them, but have only a limited understanding of their nature. This is fortunate, since the militaristic Cardassian government would have likely viewed time travel as a potential weapon and would have been more likely than the Romulans to use it, in Starfleet's view.

Cardassian scientists studying the Bajoran Orbs gathered the largest amount of information the Union has on temporal phenomena, mostly associated with the Orbs' status as artifacts existing at least partially outside normal space-time. Among other things, this rendered the Orbs invulnerable to any damage the Cardassians attempted to inflict on them. Overall, the Cardassian researchers learned very little from the Orbs. Although they possessed the Orb of Time (see page 22) for several years, the Cardassians were never able to get it to work or discover anything useful about it before it was returned to the custody of the Bajoran government.

STORY NOTES

Although the Cardassians do not possess time-travel technology themselves, it is still possible for them to show up in time-travel adventures. Before and during the Dominion War, the Cardassian Union had a strong interest in anything of potential military value. This included the Bajoran wormhole, so the Cardassians are likely to investigate any similar space-time phenomena, including temporal rifts and unusual space-time anomalies in and near their own space. The Cardassians would also show interest in ancient artifacts (like the Bajoran Orbs) that might have time-travel properties.

An accident or experiment involving any of these things could send a group of Cardassians through time. Depending on whether or not they could return, the Cardassians might attempt to alter the course of history. Cardassian duty to the state is likely to drive Cardassian time travelers into making changes they think will benefit Cardassia in the long run. Since the Cardassian Union has been involved in so many pivotal historical

of the Blue Taiga. The Treaty of Armens is established between the Federation and the Sheliak Corporate, establishing firm boundaries between Federation space and Sheliak controlled worlds, the Federation and the Sheliak have no further contact until 1966. Captain Gan Laikan begins his first voyage in command of the *U.S.S. Ashley*.

2256: Phasers invented.

2257: Following a year-long Status and refit, the *Enterprise* returns to service in its third five-year mission again commanded by Christopher Pike. Pike destroys the surface of the planet Eridios to abort the disintegration of space-time, origin of General Order 24.

2258: *U.S.S. Coronado* discovers Cestus III.

2260: A small Class V stardrive vessel performing survey duty, the *S.S. Beagle*.

events in recent Federation history—from the discovery of the Bajoran wormhole to the Dominion War—it is likely that any change in Cardassian history would have tremendous repercussions throughout the Alpha and Gamma Quadrants.

Dominion

The Federation is fortunate in that the Dominion appears either to have no time travel capabilities, or prefers not to use them if they do have any. With the exception of warp drive, most Dominion technology is oriented away from areas that might lead to the development of time travel, focused more on genetics, biology, and similar sciences, which led to the development of the Jem'Hadar and the Vorta. The Department of Temporal Investigations has encountered no temporal incursions linked to the Dominion, although it is difficult to be sure with the Founders' shape-shifting abilities whether or not they have ever visited the past.

The Federation made a conscious decision not to use time-travel technology as a weapon in the Dominion War, since the possible repercussions of tampering with the timeline were too grave to contemplate, even in the face of a Dominion victory. If the Dominion also possessed time travel, the war could escalate out of control and endanger the entire timeline. Even if the Dominion did not have time travel, the danger of unforeseen changes in the timeline was simply too great.

Starfleet and DTI keep a close watch on Dominion activity, looking for any signs of time travel capabilities on their part. So far they have found none, but that doesn't mean the Dominion doesn't already have them.

STORY NOTES

The possibility of changeling infiltrators operating in the past is a chilling one, suitable for a high-intrigue sort of time-travel series. Perhaps the Dominion *does* have time travel and intends to subvert the Federation (and other Alpha Quadrant civilizations) through historical manipulation where outright warfare failed. DTI agents can try to thwart the activities of shape-shifters operating in the past without altering the timeline or altering anyone in the past about the "invasion."

Other episodes can involve time travel into the Dominion's past in the Gamma Quadrant. This can result from a warp accident while passing through the Bajoran Wormhole or from deliberate time travel. Agents of Section 31 (see *The First Line*, page 17) might try to travel back in time to sabotage the Dominion or otherwise hinder the Founders, preventing the Dominion from threatening the Federation in the future. Agents from the Tal Shiar or the Obsidian Order might aid them, although both organizations remain leery of the Dominion since the Omarion Nebula incident that nearly wiped them both out. Wouldn't it be ironic if the efforts of such a handful of rogue operatives resulted in the changelings' distrust of "solids" in the first place? Such an intervention might lead to the *creation* of the Dominion rather than its destruction!

Ferengi

Strangely enough, the other major Alpha Quadrant species with knowledge of time travel other than the Federation and the Romulans is the Ferengi. With the Ferengi it is the future, not the past, that is of interest. Ferengi scientists and researchers have worked for centuries studying means to foresee and predict the future. The potential business applications of such foresight would be almost endless. A Ferengi with the ability to know the future could make unlimited profit from the Trade Exchange alone, much less the selling of commodities and other goods at the right places and times.

Officially, Ferengi scientists abandoned all research into temporal technology because it proved fruitless and unprofitable. In truth, the Ferengi developed temporal viewing technology in the late 23rd century. The first uses of the technology appeared to live up to all expectations; it made those who controlled it fabulously wealthy, able to predict and manipulate the chaotic shift of the market to their advantage. Unfortunately, the technology did not remain a secret. Other Ferengi businessmen and DaiMons learned about it. Some bought or licensed the technology, while others stole it. As the technology spread through the upper echelons of the Ferengi Alliance, more and more DaiMons used it to make their business decisions.

In effect the Ferengi were looking into the future, then altering it. The number of alternations being made started to snowball, and Ferenginar suffered a terrible economic crash when the actions of too many greedy DaiMons led to a shift in temporal flux. Temporal viewers became virtually useless because the future was in such a state of flux. The Ferengi economy staggered on the brink of ruin. Finally, the Grand Nagus secretly gathered the businessmen involved in the disaster and negotiated an agreement to ban temporal technology in the Alliance. All temporal technology was dismantled and destroyed and all research into it was abandoned, although Ferengi scientists and engineers keep up with developments in temporal physics.

For the most part, the Ferengi have maintained their ban on temporal technology, considering it a serious threat to the mercantile values upon which their society rests. This is fortunate, since if the Ferengi actually gained the ability to travel into the past (instead of simply seeing the future), Starfleet has little doubt they would have no qualms about changing history if they thought it would profit them. The Department of Temporal Investigations keeps a close eye on Ferengi space in case the Ferengi decide to pursue temporal technology again (or if they end up buying it from someone else).

STORY NOTES

The Ferengi aren't really time travelers, although there is always the possibility of some Ferengi accidentally hurled through time by a temporal rift or some similar effect. A group of temporally displaced Ferengi, especially equipped with 24th century technology, can be interesting adversaries for DTI agents, as well as the basis for a funny time travel episode. Ferengi in the past are certain to use their knowledge of the future (both trends and technology) to earn a profit, as Quark attempted to when shipwrecked in Roswell in 1947. They may try something as subtle as betting on events they know the outcome of, or as blatant as trading warp technology and phasers to humans in the 20th century (or earlier).

Klingons

The Klingon Empire understands the potential of the slingshot effect (page 15) in time travel, although the field of temporal science is largely ignored within the Empire. To the Klingons the very concept of tampering with history is foolish and pointless; what has happened, has happened. The idea of altering the future is even more bothersome. A Klingon is in control of his own destiny, not bound by prognostications or predictions of the future. Thus the Klingons prefer to pretend time travel does not exist.

As part of the Klingon-Federation Alliance and as an addendum to the Khitomer Accords, the Empire permits the Federation Department of Temporal Investigations to operate in Klingon space when necessary, and alerts DTI to any temporal anomalies in its space. DTI has thwarted efforts by a small group of renegade Klingons using the slingshot effect to attempt to alter history and prevent the Khitomer Accords. The Department also investigated the actions of a former Klingon agent, Arne Darvin, when he used the Bajoran Orb of Time to travel into the past in an attempt to assassinate Starfleet Captain James Kirk.

For the time being, the Klingons are content to allow the Federation to deal with the rather sticky issues surrounding time travel and protecting the timeline. The Department has discussed the possibility of recruiting Klingon agents, but reluctance on the part of the Klingons, and the potential damage an angry Klingon could do to the timeline, have prevented them from doing so thus far. For the time being, the Department makes do with agents surgically altered to appear Klingon on the occasions when Klingon-looking agents are required.

STORY NOTES

Klingon time travelers are a rarity, although the occasional rogue Klingon warrior looking to change history for the greater glory of the Empire makes an interesting antagonist for a group of DTI agents or Starfleet officers. It's more likely for the Crew to visit Qo'noS or the Empire at some point in the past. Perhaps they take part in one of the great battles of Klingon history, or even meet Kahless himself, in order to prevent a plot by Romulans or other time travelers (intentional or otherwise) to change Klingon history.

The Narrator can have some fun playing around with the history of the Empire, much of which is wide open for exploration and adventure. Perhaps the characters spend some time researching Klingon history and legends, then go back in time to witness some of them first-hand. Of course, when they arrive, an accident alters history, forcing the Crew to take the central role in a Klingon legend in order to restore the timeline. Imagine if some ancient Klingon heroes were actually Federation time travelers in disguise!

Romulans

Starfleet Intelligence and the Department of Temporal Investigations are well aware of the Romulan Star Empire's time-travel capabilities. Using their forced quantum-singularity technology, the Romulans developed temporal transporter technology some time after the Tomed Incident. They also have an understanding of the slingshot effect at least as advanced as that of the Federation. Speculation is rife in the Department's research branch whether or not Romulan agents have intervened to alter their own history, up to and including aiding the Romulan exodus from Vulcan. Although some scholars believe there is evidence that the Romulan Empire may have created itself (in what would be one of the great predestination paradoxes of history), there is nothing conclusive to indicate the Romulans used time travel to guide the destiny of their empire.

The Federation does know the Romulans have used time travel in attempts to alter Federation and Klingon history. DTI has countered at least eleven attempts by special agents of the Romulan *Tal Shiar* Temporal Assessment Group to change history, usually focused on issues of importance to the Romulans, such as the Earth-Romulan War and the Tomed Incident, but also including more subtle subversions of human, Vulcan, and Klingon culture. In all

known cases, the quick intervention of DTI agents or Starfleet thwarted the Romulan plans. There is speculation about the possibility of unknown Romulan interventions altering the timeline, but this appears unlikely in view of the current state of Romulan affairs. If any successful interventions have taken place, their effects on the timeline appear minimal.

Like the Federation, the Romulans take an extremely conservative view toward time travel. Their temporal missions are rare and are meticulously planned down to the last detail. For about three decades, a tenuous temporal truce held between TAG and DTI, but the recent stresses on Romulan-Federation relations may have led the *Tal Shiar* to resume very careful temporal sabotage. DTI experts believe the Romulans consider their own history sacrosanct and carefully avoid temporal interventions that might alter the existence of the Empire. For example, the Romulans have never made any known attempt to interfere with Vulcan prehistory before the Romulan exodus, since such an intervention might prevent the settlement of Romulus and Remus in the first place. At the very least, it appears the Romulans aren't willing to take the risk of wiping out their own civilization.

In fact, the greatest temporal danger posed by the Romulans is not their direct intervention in the timeline, but temporal accidents caused by their technology. The Federation has considerable evidence that Romulan quantum-singularity technology can cause temporal disruptions when damaged or affected by certain other energy fields. Damaged Romulan warbirds have been known to create unusual temporal anomalies, such as when a warbird and the *U.S.S. Enterprise*-D became trapped in a region of slowed time due to a power feedback from the warbird's singularity drive. The chroniton emissions generated by Romulan cloaking devices seem only to exacerbate the potential danger. Unfortunately, all Federation attempts to learn more about Romulan technology and any potential danger it might pose have been met with cold disdain from the Romulan Empire.

STORY NOTES

The Romulans are useful antagonists in a time-travel series; their technology is roughly equal to the Federation's, and their goals are opposed. Romulan time agents operate in much the same way as DTI's, subtly and covertly, but they also work to change time as much as they do to preserve it. A struggle between Federation and Romulan time agents is a complex game of cat-and-mouse, an espionage story played out in some of the most important points in history. For more information and ideas on running an espionage series involving the Romulans, see *The First Line: The Starfleet Intelligence Handbook* and *The Way of D'era* Romulan boxed set, also from Last Unicorn Games.

Of course, the Romulans do not always have to be adversaries. Imagine two teams of time agents, Romulan and Federation, that discover the involvement of a third faction at a particular point in history. The two enemies might be forced to unite against a common foe in order to preserve both their futures. This enemy could be the Borg, the Taurhai, the Devidians, or an entirely new species altogether.

The Romulans also serve as a useful time-travel hook because of their potentially unstable technology. Damage to a Romulan warbird can trigger a temporal event for DTI agents to look into. For example, a damaged warbird might tear a rift open in the fabric of space-time, sending the ship into the past or future. What if a Romulan vessel from the *future* shows up in the 24th century? How does DTI deal with it (and the inevitable Federation Timefleet officers who follow it into the past)?

Although the Romulan government and the *Tal Shiar* are quite conservative when it comes to altering the timeline, a Romulan officer or ship commander displaced in time might not be so careful. Perhaps he decides to take action to alter the future for the betterment of the Empire (or for just himself, or both). DTI agents can find themselves working to save the Romulan Empire, with or without the assistance of Romulan time agents from the present.

Taurhai

The Taurhai, an advanced civilization located in the Beta Quadrant of the galaxy, has technology generally in advance of most Alpha Quadrant civilizations. (For more information on the Taurhai, consult the *Way of D'era* boxed set.) Time travel is one area where the Taurhai are somewhat lacking, fortunately for the rest of the galaxy. Taurhai technology focuses heavily on the use of subspace, including their starships, which use subspace funnels to travel at faster-than-light speeds, shifting across light-years in the blink of an eye. This lack of warp technology prevented the Taurhai from discovering the slingshot effect, one of the first forms of time travel discovered by other civilizations, including the Federation.

The Taurhai have developed sophisticated theories regarding the nature of space-time, but have not yet tested them in terms of practical

world is destroyed by the Borg; the few surviving I-Aumans become refugees. The *Enterprise* encounters a dangerous energy barrier beyond the galactic rim capable of creating dangerous mutations in humans.

2266: Romulan attacks across the Neutral Zone resume. The Neshilev Settlement Project on Andoria is shut down in the wake of brutal murders. Christopher Pike, badly burned by radioactive leakage, continues to a wheelchair.

2267: James Kirk becomes first Starfleet captain to undergo a court-martial. Khan Noonien Singh, exiled "genetic superman" dictator from Earth's Eugenics Wars, is revived when the *S.S. Botany Bay* is found adrift in space. First contact

time travel. Romulan physicists believe that the subspace stabilizers in Taurhai vessels may, ironically, prevent the Taurhai from gaining the data necessary to invent reliable time-travel systems by "damping out" the anomalous rifts and fissures which plague but educate Romulan and Starfleet ships. It is likely the Taurhai would regard time travel as a very dangerous ability, something best kept in the hands of those able to resist the temptation to use its awesome power. It is for this very reason that the Romulans, only recently at peace with the Taurhai Unity, have kept their own time-travel capabilities a secret. If the Taurhai knew the Romulans were capable of time travel, they might be further motivated to conquer the Romulan Empire, and possibly the rest of the Alpha Quadrant, in order to protect themselves against other, "less evolved" societies. The Romulans consider using temporal espionage against the Taurhai only as a last resort, since they cannot be certain how altering the history of the Taurhai may impact on the Empire and the rest of the galaxy.

STORY NOTES

Narrators can use Romulan concern over the Taurhai as a source of tension in time-travel adventures. The Romulans have a strong interest in keeping temporal technology out of Taurhai hands, and so will the Federation when they learn more about the Taurhai and their goals. Keeping such technology a secret can occupy agents of DTI and the *Tal Shiar*. If Taurhai research into space-time seems to be leading to the development of time travel, Romulan agents are likely to attempt sabotage, which could trigger massive temporal distortions or other phenomena calling for the attention of DTI and Starfleet.

Tholians

The mysterious Tholians have a relationship with time best described as "unusual." Regions of Tholian space demonstrate a "spatial interphase" quality similar to a nascent temporal rift, where two or more dimensional planes come in close contact. These "Sargassos of space" interfere with normal navigation and shipboard systems, making them extremely hazardous to space vessels. The *U.S.S. Defiant* disappeared into a spatial interphase in Tholian space in 2268, and *Enterprise* Captain James Kirk briefly became trapped in the interphase during a rescue attempt. Like many temporal phenomena, spatial interphase has a debilitating effect on the humanoid nervous system, leading to dementia, hallucinations, paranoia, and other psychological disorders (see "Temporal Narcosis," page 13, for more information). This effect caused the crew of the *Defiant* to behave erratically, eventually killing one another.

Apparently, the Tholians are immune to the effects of the spatial interphases, able to navigate through them without difficulty and unaffected by temporal narcosis. This may be due to differences in Tholian physiology and psychology, including their natural aptitude for mathematics and spatial geometry. They have remained reluctant to discuss the nature of their immunity with Federation scientists, most likely because the Tholians consider the interphases a kind of "buffer" between their space and outsiders. The Science Council and some astrophysicists hypothesize that the Tholians may have deliberately created or enhanced the interphases in some way, but this is pure speculation.

What Starfleet and the Federation do know is that the Tholians have a keen, albeit alien, understanding of the nature and structure of space-time. This is demonstrated in their navigational skills and their advanced knowledge of

force-field and graviton technology. The Federation believes Tholian knowledge extends into the manipulation of other exotic energy fields, including tachyons and chronitons. If so, it is likely the Tholians possess temporal drive technology, either utilizing gravitons to "stress" space-time and create temporal rifts, or direct manipulation of chronitons to change temporal flux, or both.

Although DTI has reported not direct contact with Tholian time travelers to date, there have been several sightings of timeships that may be Tholian in design, bearing a resemblance to Tholian space vessels. The Federation has chosen not to press the Tholians for more information, but does maintain a close eye on Tholian space.

STORY NOTES

Mysterious and alien, the Tholians make a good "mystery villain" for *Star Trek Roleplaying Game* time-travel episodes. There are many questions surrounding the Tholians and their temporal abilities. Do they have time-travel technology? If so, how do they use it? The Narrator should use the Tholians as background characters and the source of mysteries for the most part. Perhaps over time the Crew can encounter Tholian time travelers and learn more about their technology.

Tholian space also presents opportunities for a time-travel episode or two. Ships can become trapped inside a spatial interphase and need rescue, provided the rescuers can deal with potentially hostile Tholian vessels looking to escort them out of their space. A spatial interphase can also erupt into a full-fledged temporal rift of some kind, sending a vessel through time, possibly with some Tholians for company. Can the two crews overcome their differences and work together in order to get back home?

Temporal Renegades

The Department of Temporal Investigations uses this classification for various unaligned time- and dimension-travelers. Renegades travel through time pursuing their own individual goals, which may be anything from looting the treasures of the past to altering history to suit their particular designs. Fortunately for DTI and the timeline, renegades are rare. The technology required for time travel doesn't often fall into criminal hands. When it does, it's up to DTI to track down the renegades and see to the removal of their time-travel capabilities.

One example of a temporal renegade is Professor Berlinghoff Rasmussen, a 22nd-century con artist who stole a time pod from a 26th-century researcher. Rasmussen used the pod to travel into the 24th century, where he attempted to gather samples of advanced technology (including phasers and isolinear chips) which he could take back with him to the 22nd century and claim to invent. The crew of the *U.S.S. Enterprise*-D uncovered Rasmussen's scheme and detained him, causing his time pod to make the return trip without him. Rasmussen was taken into custody, and subsequent investigation by DTI turned up no evidence of his time pod in 22nd-century New Jersey. The Department believes the pod was reclaimed by authorities from its original time period, or perhaps by agents of the Federation Timefleet, but DTI remains alert for any signs of its return.

A less benign example of temporal renegades is Klaus Müller, one of the "genetic supermen" from Earth's late 20th century. Müller and a number of his followers fled into space on board a "sleeper ship" that was later found by a band of Pakleds. The Pakleds managed to revive Muller and his crew, who commandeered their ship.

Müller faked a distress call and lured in the *U.S.S. Valiant*, on patrol in that sector. He managed to gain control of the *Valiant* and discovered the existence of the slingshot effect. Müller took the *Valiant* into the past with the intention of altering the history of the Eugenics War. The *Valiant's* crew thwarted Müller's plans with the assistance of a team of DTI agents. They returned to the present with the criminal and his crew, who were placed on a Federation penal colony. After more than fifteen years on the penal colony, Müller escaped, apparently with aid from his future self, suggesting he once again has access to time-travel technology. He remains at large, and the Federation authorities are keeping a close watch for any signs he has resurfaced.

STORY NOTES

Renegades serve as useful "wild cards" for the Narrator to base time-travel episodes around. Anyone who gains unauthorized access to time-travel technology can become a renegade. This can range from well-meaning but misled Starfleet officers seeking to change the past for the better to renegade Vulcans or Bolians trying to prevent first contact with

With the Battle of Procyon V and with the Gorn. The Organian Peace Treaty forces an uneasy peace between the Klingon Empire and the Federation. An Orion spy disguised as an Andorian infiltrates the staff of Ambassador Sheras Findley in order to gain access to the top-secret Babel Conference. The conference, which resulted in the admission of Coridan into the Federation, was a devastating economic blow to local Orion dilithium smuggling operations. Fleet Captain Garth of Izar goes insane, orders the destruction of Antos IV.

2268: Romulans gain warp drive technology from a fresh alliance with the Klingons. Multipower signing (including Federation and Romulans) of the Polaris Test Ban

other species, to genetic supermen or other villains from Earth's past trying to prevent or undo their own inevitable defeat. Imagine a group of Nazis gaining control of a timeship from the 29th century and using it to travel into the future to find out how their "Thousand Year Reich" unfolds. Imagine their surprise upon encountering the Federation—and vice versa.

Devidians

This write-up expands upon and supersedes that on page 278 of the *Star Trek: The Next Generation Roleplaying Game* core rulebook.

HOMEWORLD

Devidia II, a Class M planet in the Marrab Sector. Most of the lifeforms on Devidia II are relatively primitive, save for the Devidians themselves, who exist in a slightly different time continuum.

HOME REGION OR SOVEREIGN TERRITORY

Devidia II is located in the Marrab Sector, but there is no evidence the Devidians have (or need) space travel, or any sort of extraplanetary colonies or settlements.

SUGGESTED ATTRIBUTE AND EDGE RANGES

Fitness 1 [4]
Coordination 2 [5]
Intellect 2 [5]
  Logic +1
Presence 2 [5]
  Empathy –2
Psi 0 [6]

SIZE

Devidians are humanoid, slightly taller than humans, with a thinner build.

TRAITS COMMON TO THE SPECIES

In their natural form, Devidians are almost invisible to the naked eye, existing in a different state of temporal flux from normal matter. A chroniton or tachyon scan will reveal Devidians as tall, glowing humanoids, with elongated limbs and facial features. The Devidians are likewise largely unaware of other beings in their natural form, and are virtually immune to the effects of the physical world.

DESCRIPTION

The natives of Devidia II exist in a slightly different time continuum, leaving them slightly out of phase with normal space-time. This renders the Devidians virtually invisible and immune to the effects of the physical world. It is unknown whether this condition evolved naturally or is a result of technological experimentation at some point in their past.

The Devidians have advanced technology, much of it apparently organic in nature. Among other things, they have the ability to travel through space-time using an "ophidian," a snakelike lifeform with extradimensional properties similar to their own (see page 93, below). When irradiated with the proper energy, the ophidian opens a temporal rift, allowing the Devidians to travel wherever and whenever they wish. The only ophidian ever analyzed by Starfleet opened a rift between two specific places in time (Devidia II in 2368 and Earth's San Francisco in 1893). It is possible the ophidians can be "programmed" with different destinations using Devidian technology.

The Devidians also have the ability to assume different forms and to bring themselves into phase with normal space-time. These abilities are most likely technological, although they could be psionic in nature. Devidians use them to disguise themselves when they travel through time, appearing as normal members of the species from the planet they are visiting. The impersonation is perfect from a physical standpoint, but Devidian emotions and psychology are different enough from most humanoids that an extended conversation gives them away. Disguised Devidians appear aloof and emotionless.

The Devidians feed on the neural energy of other lifeforms. They use their advanced technology to drain off this neural energy and store it for return to their home world. The process quickly kills the lifeform it is used on, but the Devidians have little or no regard for other sentient beings. In fact, they may not even recognize beings from normal space-time as sentient by their standards.

Using their ability to travel in time, the Devidians "harvest" neural energy from other lifeforms. They visit times of great upheaval in a planet's history, such as the Black Plague or cholera epidemics on Earth, the Rigelian fever plagues of the 22nd and 23rd centuries, or the Plague Wars on Alpha Centauri. This allows the Devidians to gather neural energy with a minimal chance of detection. The additional people turning up dead are usually considered victims of plague or accident by local authorities. It is unknown how many different time periods the Devidians have visited or for how long they have been gathering neural energy in this way, but it has likely been a considerable period of time. Federation authorities cannot even begin to speculate about the possible changes the Devidians may have introduced into the timeline. There is considerable debate as to whether or not Devidian victims are "supposed" to die.

All attempts to make peaceful contact with the Devidians have failed. They are either unable or unwilling to communicate with other lifeforms. In general, the Federation considers the Devidians hostile, and DTI agents have standing orders to stop any Devidian "harvesting" operations they discover. Disguised Devidians are fortunately vulnerable to normal weapons like phasers, although Devidians in their natural state may be impossible to harm using conventional weaponry.

STORY NOTES

The Devidians make a good "mysterious alien menace" for a time-travel episode. Their methods and their abilities are only barely understood by the Federation, and they are ruthless in pursuing their need for neural energy. Time travelers can encounter the Devidians in vir-

Treaty. Destruction of the U.S.S. *Intrepid* by a space amoeba near Gamma 7A. U.S.S. *Defiant* destroyed in region of spatial interphase. Formal first contact between the Lholan Assembly and the Federation. The *Enterprise* incident. Romulan first encounter with the Breen. Lorne McLaren becomes President of the Federation Council.

2269: The Federation data library at Memory Alpha is seriously damaged. The *Enterprise* completes its five-year mission under Captain Kirk, who is promoted to Admiral and accepts assignment as Chief of Starfleet Operations. Formal promulgation of the Temporal Prime Directive by Starfleet Command.

2270: Spock and Leonard McCoy retire from Starfleet Construction completed on Federation Central Hospital on Altair IV.

tually any time period where there is sufficient upheaval to cover their operations, and history has no lack of such moments. A Devidian intervention might even cross over into another mission the Crewmembers are carrying out, forcing them to deal with the Devidians as a red herring while following up on their actual mission as well.

Krenim

HOMEWORLD

Krenna, a Class M world in the depths of the Delta Quadrant of the galaxy.

HOME REGION OR SOVEREIGN TERRITORY

The Krenim Imperium spans an area some 16,000 light-years across, making it many times the size of the Federation. It includes over eight hundred worlds, many of them Krenim colony planets. The Imperium is approximately 57,000 light-years from the Federation, in the heart of the Delta Quadrant.

SUGGESTED ATTRIBUTE AND EDGE RANGES

Fitness 2 [5]
Coordination 2 [5]
Intellect 2 [5]
Logic +1
Presence 2 [5]
Psi 0 [6]

SIZE

The Krenim are roughly the same average size and mass as humans.

TRAITS COMMON TO THE SPECIES

Krenim are humanoid and similar to humans in most respects.

DESCRIPTION

The Krenim are a humanoid species that evolved on a Class M planet in the Delta Quadrant. They developed advanced technology, including warp capabilities, and built themselves an extensive empire

spanning thousands of light-years and hundreds of worlds. At their apex, the Krenim possessed early Level Seven technology, advanced beyond the Federation's current level of development. The Krenim Imperium was powerful enough to exist in fairly close proximity to Borg space for generations without major conflicts, although the Borg did assimilate some Krenim and their technology.

Several centuries ago, a Krenim scientist named Annorax developed a device for manipulating the temporal charge of events in the timeline. This "temporal exclusion device" allowed the Krenim to reorder the timeline at will, changing events to simply wipe enemies out of existence. The Imperium allowed Annorax to build his weapon as part of a massive timeship and to use it against the enemies of the Imperium.

For a time, the weapon made the Krenim the supreme force in their region of the Delta Quadrant, virtually unchallenged by any other power. Any civilization foolish enough to go against the Imperium found itself wiped from history, as if it had never existed. Ironically, this very effect of the Krenim weapon caused many species to question its effectiveness. Since they could not recall the other civilizations destroyed by it, the assumption spread that the Krenim were bluffing about their ultimate weapon.

This led the Krenim to use their weapon more often until, finally, Annorax made a fatal error. In wiping out an enemy race known as the Relnar, Annorax eliminated a vital antibody the Relnar had introduced into the Krenim genome over years of contact. Without the antibody, huge portions of the Krenim population succumbed to a deadly plague, including Annorax's wife. Annorax and his crew devoted their lives to undoing the damage to the timeline, but the number of minute changes necessary to restore the Imperium as it was before was staggering. The Krenim Imperium slowly decayed and collapsed over a period of several generations, becoming a mere shadow of its former self, while Annorax's timeship wandered across space, attempting to alter the timeline again and again.

Each change in the timeline produced a new alternate reality. Sometimes the changes were small, barely noticeable, but factored together grew into larger and larger alterations. Annorax managed to succeed in restoring the Imperium on several occasions, but even his greatest successes were no better than a 98% restoration of the original timeline. Small elements were always different or missing, including the Krenim colony of Kiana Prime, where Annorax and his wife had once lived. Unable to accept anything less than complete success and the restoration of his family, Annorax kept trying, over and over, to untangle the skein of timelines he had created.

The unexpected presence of the Federation starship *Voyager* in the Delta Quadrant, a random element Annorax had failed to account for, interfered with his plans. The Krenim did their best to eliminate *Voyager* as a problem, attacking the ship and using their temporal exclusion abilities to continue altering the timeline. *Voyager's* crew developed temporal shielding to protect them from the effects of the Krenim weapon and attempted to escape the continuous Krenim assaults. Finally, Captain Kathryn Janeway crashed *Voyager* into the Krenim timeship, as Annorax's own second-in-command sabotaged its temporal core. The destruction of the temporal core caused the timeship to cease to exist and restored the timeline to its original state.

The Krenim Imperium remains a powerful force in the Delta Quadrant, and their potential for time-travel technology is staggering, so it is likely the Federation will hear from them again at some point.

For information on Krenim ships and technology, see page 102 of Chapter Seven.

STORY NOTES

Although they are from a civilization tens of thousands of light-years from Earth, the Krenim can easily put in an appearance in a time-travel series. Even a distance of 57,000 light-years is no barrier to a civilization with the ability to travel through time. The Krenim make suitable antagonists for a single time-travel episode or for an ongoing series involving a "time war" between the Krenim and the forces of the Alpha Quadrant.

The Krenim Imperium is a conquering, expansionistic culture, replete with self-assurance and knowledge of its place in the universe. Unfortunately, the hard lessons learned by Annorax and his crew during their centuries of wandering were undone when the original timeline was restored. The Krenim still consider their Imperium righteous and eternal, and they are more than willing to use their temporal technology to enforce their will on other species.

It is quite possible Krenim time-tampering in the distant Delta Quadrant could have unforeseen effects on the history of the rest of the galaxy, including the Alpha Quadrant. For example, if the Krenim alter the history of the Borg (intentionally or otherwise), they might affect the

2271: The Battle of Kych'Dikel Brak (Lumaka Nebula) results in a Romulan defeat of Ko's Klingon forces. Following further acts, the *Enterprise* returns to service in response to threats posed by the Krenim represented by Yrgg. After a destroyer, three Klingon warships and a starfleet station originally intended to be placed under the command of Will Decker, the *Enterprise* is assigned to a contemporarily reinstated Admiral James Kirk. Decker is reported MIA and Kirk takes the helm for the fifth five-year mission of the *Enterprise*. His crew includes Spock and McCoy, both of whom returned to service to deal with the Viseri emergency.

2272: Bolian diplomat Vaxx completes negotiations creating the Bolian World Council.

Borg's interaction with the Federation, with grave repercussions. DTI agents may find themselves operating in the past of the Delta Quadrant to prevent the Krenim incursion.

By the same token, the Krenim may discover that events in the Alpha Quadrant are vitally linked to events in their own region of space. The Krenim may decide it is better for them if the Borg *do* succeed in assimilating Earth, thereby eliminating the vital technology the Borg acquire from *Voyager* to protect them from Species 8472. Once the Krenim start tampering in Alpha Quadrant history, it's unlikely they'll stop with just one temporal intervention. The matter can quickly develop into a behind-the-scenes "time war" between implacable, arrogant Krenim time agents and agents of the Department of Temporal Investigations.

The Prophets

Described in more detail in the *Star Trek: Deep Space Nine Roleplaying Game* core rulebook and supplements, the Prophets are alien lifeforms who exist outside linear time. They created the Bajoran wormhole and sent artifacts known as "Orbs" into the Bajoran system, which became the basis for the Bajoran religion. The Bajorans worship the Prophets as gods, while Starfleet and the Federation considers them extremely powerful and alien beings.

Their existence gives the Prophets a unique view of time. To them all events happen simultaneously, without a past or future. This allows them to foretell the future in human terms, an ability they used to create the prophecies they communicated to the Bajorans and their human emissary, Captain Benjamin Sisko. The Prophets often express confusion with the linear point of view, even after Captain Sisko explained it to them to the best of his ability. The Bajoran Orbs are examples of the Prophets' temporal engineering abilities, devices capable of granting visions of the future and even traveling through time.

For the most part, the Prophets apparently want only to be left alone. They communicate occasionally in visions to certain people, appearing as people from that individual's life. They have an interest in Bajor and the Bajoran people, although it remains unclear exactly what their interest is. They have on occasion assisted Bajor and the Federation, most notably by destroying a Dominion invasion fleet coming through the wormhole.

The Prophets are apparently vulnerable to high levels of chroniton radiation, which affects their transtemporal nature. A Pah-wraith once took control of Chief O'Brien's wife Keiko in order to direct a chroniton beam into the wormhole, apparently with the intention of killing the Prophets. The Pah-wraith succumbed to its own weapon in the end. A Prophet and a Pah-wraith were likewise chased off the Promenade of Deep Space 9 by a chroniton field before they could finish a duel between them.

STORY NOTES

The Prophets are mysterious alien beings capable of affecting time and space in ways beyond the understanding of humanoids. Since time is a continuous whole to the Prophets, rather than a series of interconnected moments, they may become involved in some time travel inadvertently. For example, the Prophets once returned a Bajoran explorer to normal space centuries after he left Bajor. It was only after Captain Sisko convinced them of their error that the Prophets returned the Bajoran to his proper time, subtly altering the timeline in so doing.

An accident involving the Bajoran wormhole could send the Crew to a different point in the past or future. They might chalk it up to a warp-drive accident, but can the Crew really say for sure that it was not the will of the Prophets?

The Q

The noncorporeal beings known as the Q exist in a continuum outside normal space-time, possibly outside six dimensional space-time altogether. The Q apparently have the ability to alter the flow of time, and to travel in time, at will. Like most of their godlike abilities, the Q seem to use their ability to time-travel for little more than their own amusement. Their understanding of linear time is better than that of the Prophets, or at least their ability to interact with linear beings is more developed.

The abilities of the Q make them very dangerous to the space-time continuum. Whether or not a Q's intervention could disrupt the fabric of space-time altogether is a matter of some debate among Federation scientists, but there is no question that the Q could totally alter the course of history if they so desired. Fortunately, even the Q seem to have a certain regard for the integrity of the timeline, and only rarely tamper with history (at least, as far as we know).

STORY NOTES

The Q can transport a Crew to nearly any point in space or time, including realms that exist only in the imagination. Q once transported the crew of the *Enterprise* to Sherwood Forest, complete with the Sheriff of Nottingham and Sir Guy of Gisbourne. The Q could likewise send a Crew to anywhere in history. Whether or not it's the "real" history of the timeline or that of a parallel timeline (or entirely a construct of the Q) is up to the Narrator, depending on whether or not you want to deal with the possible repercussions of altering history.

The Q are more likely to act as plot devices to transport a Crew through time rather than as traditional time-traveling antagonists. If a Q decided to alter history, there would be very little Starfleet or DTI could do about it. Instead, the Q use the past as a place to put people through their little games, or perhaps to enlighten people to some degree about the past and how it shapes the future. Q did this once by allowing Captain Picard to change an incident in his past (altering the timeline) and showed him how his future would be different. See page 111 for more notes on using the Q in time travel episodes.

Travelers

HOMEWORLD

Tau Alpha C, a distant world outside known Federation space.

HOME REGION OR SOVEREIGN TERRITORY

So far as is known, Tau Alpha C is the race's only territory.

SUGGESTED ATTRIBUTE AND EDGE RANGES

Fitness 2 [5]
Coordination 2 [5]
Intellect 3 [6]
Presence 3 [6]
Psi 3 [6]

SIZE

Approximately the same size and mass as humans.

TRAITS COMMON TO THE SPECIES

Travelers are humanoid, with gray skin and enlarged brow ridges. They have two fingers and a thumb on each hand. Some Travelers are able to alter their appearance at will.

DESCRIPTION

The species known only as the "Travelers" (sometimes called Tau-Alphans; their true name is unpronounceable by humans) hail from the distant planet of Tau Alpha C. Little is known about this mysterious race other than what they have told Federation representatives. For the most part

2275: The Tau Cygna V colony is settled by a group of colonists that had been heading for Sepbinus Minor, in inadvertent violation of the Treaty of Amecus. Brief Federation first contact.

2277: The *Enterprise* is retired from exploratory service and reassigned to Starfleet Academy as a training vessel under the command of Captain Spock. The *Enterprise* emblem is adopted as the universal symbol of Starfleet itself.

2278: The *U.S.S. Bozeman* is trapped in the Typhon Expanse temporal loop.

2279: Death of T'Pau. T'Lar becomes High Priestess of Seleya.

2281: Sarek becomes Vulcan Ambassador to the Federation.

2287: Admiral Kirk retires from Starfleet.

2293: Brief Federation-Breen clash.

the Travelers are a peaceful, isolationist species with little interest in galactic affairs. Their first contacts with the Federation were cordial, but the Travelers showed only limited interest in the Federation and preferred to be left alone. Scientists paid little attention to the species for many years.

That changed when a Traveler (also known by that name as a personal title) accompanied Starfleet propulsion expert Kosinski on board a number of Starfleet vessels to perform experiments in improving engine efficiency. Apparently, it was the Traveler's efforts, rather than Kosinski's work, that resulted in the improvements to the engines of the starships *Ajax* and *Fearless*. A distraction caused the Traveler to catapult the U.S.S. *Enterprise*-D accidentally to Galaxy M-33, then to an immeasurably greater distance outside the known universe altogether. The Traveler revealed that his species possesses an understanding of the interrelationship between space, time, and thought, allowing them to "travel" apparently at will. When asked why his species had not used their abilities to visit Earth or other Alpha Quadrant worlds before, the Traveler only replied "Because you have been … uninteresting. It is only now that your species warrants serious attention." While returning the *Enterprise* to its original location, the Traveler disappeared.

The same Traveler reappeared on the *Enterprise* several years later when an experiment involving a static warp bubble trapped Dr. Beverly Crusher in an alternate reality. The Traveler assisted Crusher's son, Wesley, in rescuing her from the bubble before it collapsed. The Traveler also revealed to Wesley his own potential for affecting space-time with his thoughts. Three years later, the Traveler appeared to Wesley Crusher and offered to guide him to a higher understanding of the nature of space-time.

Although the Federation has attempted to learn more about the Travelers as a species, they have politely declined to explain anything further about their unique abilities or their understanding of the nature of space-time.

STORY NOTES

The Travelers make a useful *deus ex machina* species for a *Star Trek* series concerned with time and dimension travel. Their abilities allow the Travelers to go anywhere in space (and, presumably, time) at will, and to affect the very structure of reality. Very primitive analogs of their abilities can be duplicated using warp technology, such as the case where Wesley's warp experiment trapped his mother in an alternate reality of her own making. Similar experiments could create "pocket" realities, drawing the attention of DTI and the Travelers. DTI agents can also encounter a Traveler virtually anywhere in space and time, although they might not know it unless the Traveler chooses to reveal his true nature. This makes Travelers useful as "mysterious strangers" who can show up and offer the Crew a helpful hint now and again, then vanish before answering any other questions.

Creatures

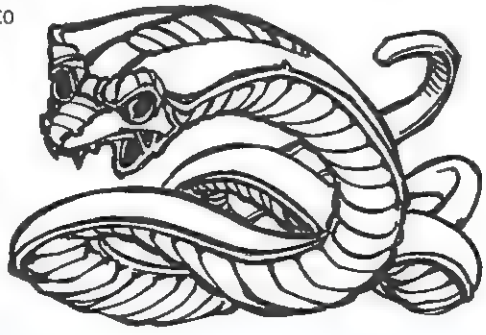
Explorers encounter a wide variety of strange, alien lifeforms in the *Star Trek* universe. Opening up the infinity of time and alternate dimensions vastly increases the number of lifeforms a Crew can encounter, not all of them sen-

tient. Creatures from other dimensions and planes of existence have shown up in *Star Trek* episodes before, and can appear in your stories as well.

Any and all of the uses for creatures in a story—comic relief, MacGuffin, monster, or red herring—apply to extratemporal creatures as well. The Crew can encounter unusual lifeforms that live outside normal linear time (like the Devidians or the Prophets) or even beings able to travel through time or alternate dimensions on their own.

OPHIDIAN

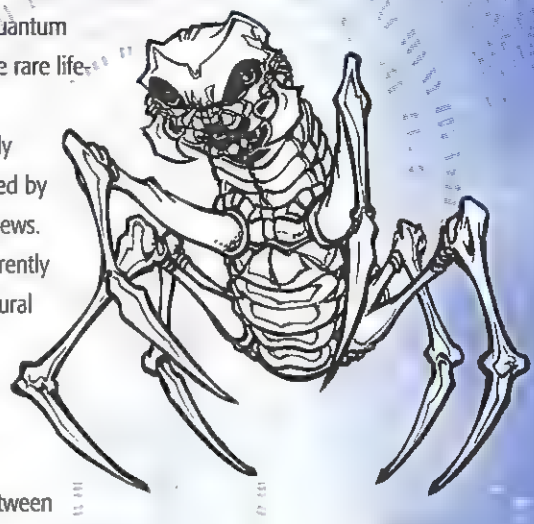
Type: Scavenger
Size: 1 m long
Form: White, hooded serpent
Attributes: Fitness 2 (Vitality +1), Coordination 3, Presence 1, Instinct 1
Base Movement: 10
Resistance: 1 (8)
Special Abilities/Unusual Skills: See below
Weapons: Fangs 2
Difficulty: Moderate (6)
Damage: 1 + 1d6 damage
Description and Additional Notes: An ophidian is a actually more of a device than a lifeform, a genetically engineered and enhanced Devidian creature used by the Devidians as part of their time-travel technology. The creature spends most of its time in a state of stasis, often disguised as an ornate walking stick or similar object. When exposed to certain energy wavelengths, the ophidian is activated and stimulated to produce a temporal rift, allowing the Devidians to move through time. The destination of the rift is apparently controlled using the exact wavelengths of energy the ophidian is exposed to, along with some type of "preprogrammed" instructions.



An ophidian in stasis is extremely resistant to harm, having a Resistance of 8. Their natural resistance is only 1. An active ophidian handled by someone other than its designated handler (or any non-Devidian) may attack using its sharp fangs (ophidians are not poisonous).

QUANTUM HUNTER

Type: Chasing hunter
Size: 1 m high at shoulder
Form: Large, multilimbed insectoid
Attributes: Fitness 3 (Strength +3, Vitality +2), Coordination 3, Presence 2, Instinct 2 (Ferocity +1)
Base Movement: 15
Resistance: 6 (16)
Special Abilities/Unusual Skills: See below.
Weapons: Mandibles 3
Difficulty: Moderate (6)
Damage: 1 + 2d6 damage
Description and Additional Notes: Quantum hunters are rare lifeforms occasionally encountered by Starfleet crews. They apparently have a natural ability to alter their quantum resonance, shifting between different alternate dimensions. They can also track certain energy emissions across different quantum realities. They are apparently attracted to certain types of energy, which they feed upon. They seem to favor chroniton and tachyon

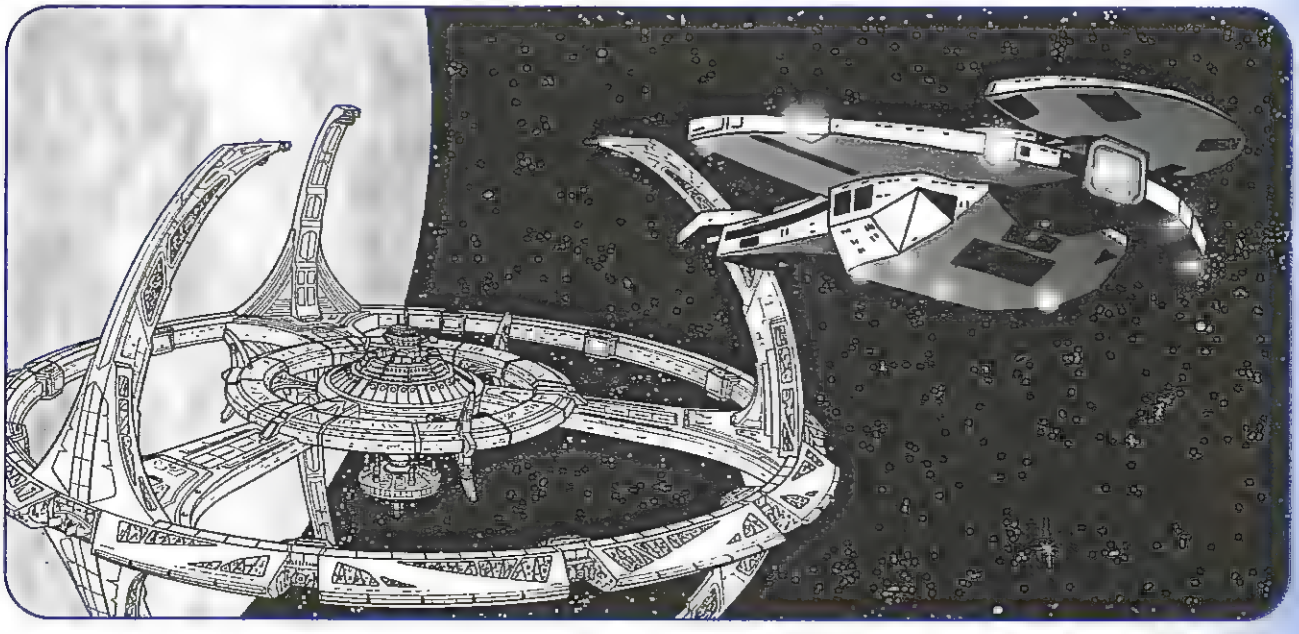


2284 Federation funding of the Genesis project allows it to begin operations at the Regula I space laboratory. Admiral Kirk returns to Starfleet as an Academy instructor.

emissions, but are sometimes attracted to poorly shielded or damaged warp drive systems, particularly those of Romulan vessels.

Quantum hunters "phase" into a dimension, appearing out nowhere. Their energy-absorbing nature makes them highly resistant to energy weapons (Resistance 16 against such weapons). They tend to ignore other lifeforms unless attacked, but their feeding can significantly damage technology, so crews are usually forced to drive them off. A modulated subspace pulse is very painful to quantum hunters and can drive them off, although they may return if a source of "food" remains.

Timeships



For most sentient species, time travel isn't possible without highly advanced technology. Many species build such technology into starships, for a wide variety of engineering and convenience reasons. They refer to such ships as "timeships." This chapter details several such vessels.

Timeship Rules and Technology

For the most part, the normal rules for starships and starship combat (as described in the *Star Trek Roleplaying Game* core rulebook, pages 127–162) apply to timeships. They typically include equipment such as transporters, replicators, and the like, which Starfleet characters will readily recognize. In many cases timeships come equipped with the most advanced technology available to a particular species, so characters may go through a brief "adjustment period" getting used to anything new and/or different.

2265: The *Reliant* arrives at the Regula I laboratory and steals the Genesis device. Admiral Kirk and the *Enterprise* thwart Khan. The battle results in the destruction of the *Reliant* and the transformation of matter in the Mutara Nebula into the ten-planet Genesis planet. Captain Spock is killed, and Kirk destroys the *Enterprise* in an illegal mission to recover Spock reborn in the Genesis planet's formation.

2286: Earth is threatened by a powerful space probe that does not relent until it communicates with two humpback whales brought from Earth's own past. The *U.S.S. Enterprise-A* enters service. Captain James T. Kirk receives

Ships from the future may present characters with technology far more advanced than any they've encountered. A Federation *Polarity*-class timeship from the 29th century will look somewhat familiar to 23rd-century Starfleet crewmen, but many of its systems will be as incomprehensible to them as a warp drive would be to a 20th-century human. On the other hand, they may find it *easier* to use and understand some of this technology simply because it is so advanced. As always, the Narrator should take the most dramatically appropriate approach—if it furthers the story for the technology to work flawlessly for the characters, do that; if having the characters stumble along trying to figure out how something works contributes to the narrative, then that's the way to go. Just remember that, with timeships, a character's mistake may have consequences for eons to come. (See page 65 for other guidelines for out-of-time technology usage.)

Federation Timeships

Thucydides-class Timeship

Class and Type: *Thucydides*-class Timeship

Commissioning Date: 2370

Hull Characteristics

Size: 4 (175.29 x 153.21 x 45.7 m; 395,000 metric tons; 5 decks)

Resistance: 3

Structural Points: 80

Operations Characteristics

Crew/Passengers/Evac: 33/12/180 [5 Power/round]

Computers: 4 [4 Power/round]

Transporters: 1 personnel, 1 emergency, 1 cargo [2 Power/round]

Tractor Beams: 1 fv [2 Power/rating/round]

Propulsion and Power Characteristics

Warp System: 6.0/8.0/9.0 (8 hours) [2/warp factor]

Impulse System: .75 c/.9 c [7/9 Power/round]

Chronal Travel System: [40 Power]

Power: 130

Sensor Systems

Long-range Sensors: +2/17 light-years [6 Power/round]

Lateral Sensors: +2/1 light-year [4 Power/round]

Navigational Sensors: +2 [5 Power/round]

Chronometric Sensors: +2 [10 Power/round]

Sensors Skill: 5

Weapons Systems

Type VII Phasers

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 4/5/7/10

Damage: 14

Power: [14]

Chronal Jammer

Range: 300,000 km radius around ship

Arc: All (720 degrees)

Accuracy: N/A

Damage: See text

Power: [10]

Weapons Skill: 4

Defensive Systems

Starfleet Deflector Shield

Protection: 35/35 (50) [35 Power/shield/round]

Description and Notes

Fleet data: Commissioned by the Department of Temporal Investigations in 2370, the *Thucydides*-class timeship, the first Federation ship of its kind, was a joint creation of DTI and Starfleet's Utopia Planitia engineering corps. The project began in 2365 as an effort to design what amounted to a "temporal search and rescue vessel." DTI was becoming increasingly concerned with the rise in time-travel incidents over the past century or so, with the resulting possibility that a person from the present day could become trapped in a past time with no way to return home. The latter scenario created an unacceptably high risk of alteration of the timeline. DTI's response to this threat was to develop a way to rescue the hapless travelers.

The *Thucydides*-class vessel is slightly larger than a *Defiant*-class escort. Its state-of-the-art sensor systems are specially configured to gather chronometric data in addition to running standard scans. It has two full-scale computer systems, capable of running in serial or parallel, which give it more computing power than just about any ship of its size in the Federation. It also comes equipped with several unique technologies created by DTI. The most important of these is the chronal travel system, a special engine which uses chronitons to move the ship backward and forward through time. Typically the crew uses the chronometric sensors to locate errant time travelers, then feeds that data to the chronal travel system so that the ship arrives precisely in time to "rescue" them.

The ship also has a chronal jammer, a weapon designed to incapacitate other ships' sensors and prevent anyone from following the ship through time. When activated, the chronal jammer creates a field of tachyons and chronitons with a 300,000 kilometer-wide radius around the ship itself. Any ship within that field will find its sensors completely inoperable (particularly any chronometric sensors, which may [roll of 1 on 1d6] be completely fused by exposure to the field). Other chronal technology should suffer similar problems. While the chronal jammer is active, the crew cannot use the ship's other weapons, but can activate shields. Some computer testing models indicate a slight (0.001%) chance that activation of a chronal jammer will cause a temporal inversion which transports the ship and anything inside the field's normal radius to an alternate point in time.

Thucydides-class vessels do not belong to Starfleet. They are the property of the Department of Temporal Investigations, which maintains an extremely tight control over their use.

Noteworthy vessels/service records/encounters: D.T.I. Thucydides (prototype); *D.T.I. Durant*, completed 2374; *D.T.I. Herodotus*, currently being constructed to replace *D.T.I. Livy*; *D.T.I. Livy*, lost and presumed destroyed during trip to 21st century; 2373.

Epoch-class Timeship

Class and Type: *Epoch*-class Timeship

Commissioning Date: 2825

Hull Characteristics

Size: 1 (6.0 x 4.2 x 3.5 m; 15 metric tons; 1 deck)

Resistance: 2

Structural Points: 20

Operations Characteristics

Crew/Passengers/Evac: 1/0/0 [1 Power/round]

Computers: 2 [2 Power/round]

Transporters: 1 personnel, 1 temporal [1 Power/round]

Tractor Beams: 1 fv [2 Power/rating/round]

Propulsion and Power Characteristics

Warp System: 4.0/6.0/8.0 (6 hours) [2/warp factor]

Impulse System: .7 c/.9 c [7/9 Power/round]

Chronal Travel System: [40 Power]

Power: 210

2284: Admiral Edward Leyton is demoted from admiral to captain, leaving for his relation of the Starfleet regulations commands it Klingon-Cardassian War begins in the wake of the Battle of Nebula incident.

2287: Andorian ... is removed from the Kelinna Council.

2288: The Soyuz-class is retired from Starfleet service.

2289: A Klingon armada destroys the Tribble homeworld as part of a massive effort on the part of the Empire to eradicate the species.

2290: The Zaldans achieve warp flight, make first contact with a Centauran freighter.

2292: The Klingon/Romulan alliance collapses, the Klingon Empire and the Romulan Star Empire enter a long period of open hostilities.

2293: Qo'noS, the Klingon homeworld, is severely damaged by the explosion of

Sensor Systems

Long-range Sensors: +4/50 light-years [6 Power/round]

Lateral Sensors: +4/5 light-years [4 Power/round]

Navigational Sensors: +4 [5 Power/round]

Chronometric Sensors: +4 [10 Power/round]

Sensors Skill: 5

Weapons Systems

Subatomic Disruptor

Range: 15/40,000/200,000/500,000

Arc: All (720 degrees)

Accuracy: 3/4/6/9

Damage: 60

Power: [60]

Weapons Skill: 5

Defensive Systems

Starfleet Deflector Shields

Protection: 50/50 (75) [50 Power/shield/round]

Description and Notes

Fleet data: The *Epoch*-class timeship is a product of the 29th-century Federation's Temporal Integrity Commission. TIC designed the ship to help it investigate and prevent (or repair) temporal incursions, to stop "temporal raiding" by unethical persons or societies, and so forth. An extremely small, arrowhead-shaped craft, it has a crew of one. Its warp engines are correspondingly small, but thanks to 29th-century technology have only slightly less power than large 24th-century warp engines. Its chronal travel system not only gives it time-travel capability, but also includes a graviton-based temporal field generator which allows it to take other ships through time.

In the event of trouble, the ship is equipped with a subatomic disruptor cannon. This weapon fires a linked beam of nadions and chronitons which disrupts the target on the subatomic level, causing extensive damage. Furthermore, this beam is so strong that it punches through and disables the defensive screens of earlier periods (including those of the 23rd and 24th centuries) without any loss of energy. (In game terms, 23rd- and 24th-century shields provide no protection against this weapon; apply the damage directly to the target. Thereafter, shields are down until repaired; the Narrator determines how long it takes to make repairs, based on the extent of damage to the ship and other factors.)

The technology powering an *Epoch*-class ship requires precise calibration. When preparing to travel through time, the commander must carefully reset the temporal matrix (which requires a Moderate (6) Shipboard Systems (Time Field) or Systems Engineering (Temporal Sensors) test). If the character fails the test and then uses the ship, he will create a subspace chroniton explosion which rips open a hole in space-time as wide as Earth's solar system.

Noteworthy vessels/service records/encounters: U.S.S. Epoch (prototype); *U.S.S. Aeon*, crashed on Earth in 1967 while commanded by Captain Braxton, resulting in significant timeline alteration; *U.S.S. Baktun*; *U.S.S. Century*; *U.S.S. Eternity*; *U.S.S. Generation*; *U.S.S. Kalpa*, encountered by DTI on Iconia in 54,223 B.C.; *U.S.S. Millennium*.

Polarity-Class Timeship

Class and Type: *Polarity*-class Timeship

Commissioning Date: 2886

Hull Characteristics

Size: 4 (157.80 x 135.27 x 31.5 m; 350,000 metric tons; 4 decks)

Resistance: 6

Structural Points: 80

Operations Characteristics

Crew/Passengers/Evac: 175/50/1,500 [6 Power/round]

Computers: 6 [6 Power/round]

Transporters: 2 personnel, 2 emergency, 1 temporal [3 Power/round]

Tractor Beams: 1 fv, 1 ad [2 Power/rating/round]

Propulsion and Power Characteristics

Warp System: 9.0/9.5/9.9 (20 hours) [2/warp factor]

Impulse System: .7 c/.9 c [7/9 Power/round]

Power: 330

Sensor Systems

Long-range Sensors: +5/50 light-years [6 Power/round]

Lateral Sensors: +5/6 light-years [4 Power/round]

Navigational Sensors: +5 [5 Power/round]

Chronometric Sensors: +5 [10 Power/round]

Sensors Skill: 6

Weapons Systems

Type Epsilon Phasers

Range: 15/40,000/200,000/500,000

Arc: All (720 degrees)

Accuracy: 3/3/5/8

Damage: 50

Power: [50]

Chroniton Torpedoes

Number: 50

Launchers: 1 ad, 1 fv

Spread: 10

Arc: Forward or aft, but are self-guided

Range: 25/500,000/3,000,000/6,000,000

Accuracy: 3/3/5/8

Damage: 30 (ignore conventional shielding)

Power: [5]

Weapons Skill: 6

Defensive Systems

Timefleet Deflector Shields

Protection: 100/100 (150) [100 Power/shield/round]

Description and Notes

Fleet data: The *Polarity*-class vessel is a general purpose timeship used to study, prevent, and/or correct temporal anomalies, alterations of history, and so forth. It cannot travel through time itself, but comes equipped with a temporal transporter, chronal communications system, and chronal sensors which allow it to scan the timeline and transport people to and from various points in time.

Polarity-class vessels are designed primarily to travel to a given point in space so that they can monitor and/or prevent a temporal incursion or similar anomaly from occurring at that place at some point during the timeline. Using its temporal transporters, its crew members transport personnel to it from the incursion's temporal point of origin, explain their purpose, and recruit the transportee to help resolve the problem. If the transportee is sent to one of his foreseeable futures, the ship's crew will resequence his memory engrams to prevent him from returning to his normal timeframe with knowledge of the future; if not, he is simply given a stern warning about the Temporal Prime Directive before he's returned home.

In addition to its time monitoring and transporter equipment, a Polarity-class ship comes equipped with a wide variety of other systems, including two holomatrices (which often come in useful when training its new "agents" for their missions) and a low-powered phaser weapon (low-powered for the 29th century, that is). The ship is also armed with two torpedo launchers and carries a small complement of chroniton torpedoes.

Noteworthy vessels/service records/encounters: U.S.S. Polarity (prototype); *U.S.S. Charm*; *U.S.S. Relativity*, worked with crewmen of *U.S.S. Voyager* in 2375, commanded by Captain Braxton and later by Lieutenant Duquesne.

the moon Praxis. This serves as a prelude to a Klingon peace initiative interrupted by the assassination of chancellor Gorkon by a conspiracy of those opposed to Federation/Klingon peace. The Khitomer Conference follows, however, and the Khitomer Accords pave the way for future talks of alliance. The *U.S.S. Enterprise*-A is retired from service, replaced by the *Enterprise*-B under the command of Captain John Harriman. Captain James T. Kirk, on board for the christening ceremony, is killed in an explosion resulting from the *Enterprise*-B's contact with a ribbon of energy called the Nexus, encountered when the ship responds to a distress call from El-Aurian refugees. Kirk's modifications to the ship's deflector system saves the lives of all those remaining on board.

Other Timeships

Borg Timesphere

Class and Type: Borg Timesphere

Commissioning Date: Mid-late 24th century

Hull Characteristics

Size: 8 (approximately 500–700 m in diameter)

Resistance: 4

Structural Points: 160

Operations Characteristics

Crew/Passengers/Evac: 10/0/0 [3 Power/round]

Computers: 4 [4 Power/round]

Transporters: 1 personnel [1 Power/round]

Tractor Beams: None

Propulsion and Power Characteristics

Warp System: 1.0/2.0/4.0 (3 hours) [2/warp factor]

Impulse System: .75 c/.9 c [7/9 Power/round]

Power: 120

Sensor Systems

Long-range Sensors: +2/15 light-years [6 Power/round]

Lateral Sensors: +2/2 light-years [4 Power/round]

Navigational Sensors: +2 [5 Power/round]

Chronometric Sensors: +3 [10 Power/round]

Sensors Skill: 5

Weapons Systems

Time Vortex Generator (see text) [40 Power]

Weapons Skill: N/A

Defensive Systems

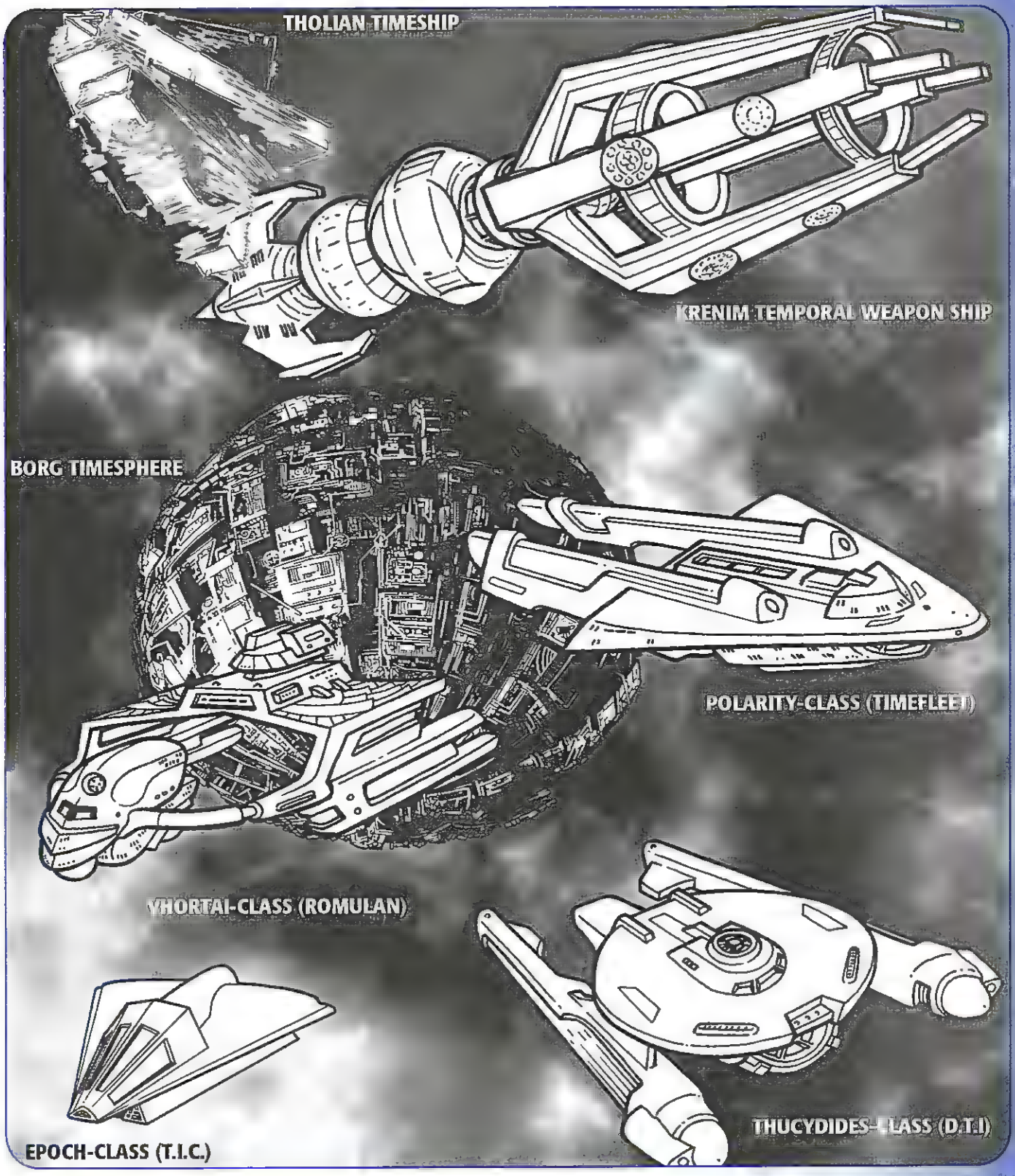
Borg Deflector Shield

Protection: 30/30 (45) [30 Power/shield/round]

Description and Notes

Fleet data: A Borg timesphere is, essentially, a temporal weapon the size of a ship. Its systems are designed to do one thing: power a massive time-vortex generator which allows the ship to travel back into time. This is a one-shot effect; the ship cannot return back through time, but it could make one jump to the future if necessary. The Borg do this so that they can conquer a troublesome species or state (such as the Federation) at an earlier point in time before it can possibly resist assimilation.

When the crew of a timesphere initiates a time vortex, it leaves a "temporal wake" behind it. Any ship within a million kilometers behind it will be sucked into this wake and travel back in time with the timesphere. That ship will also be rendered immune to the effects of its time shift. For example, in 2373, the Borg used a timesphere in an effort to conquer the Federation and were successful in assimilating Earth


THOLIAN TIMESHIP
KRENIM TEMPORAL WEAPON SHIP
BORG TIMESPHERE
POLARITY-CLASS (TIMEFLEET)
YHORTAI-CLASS (ROMULAN)
THUCYDIDES-CLASS (D.T.I)
EPOCH-CLASS (T.I.C.)

2294: Betazed joins the Federation. Other becomes independent from the Klingon Empire.

2295: The Federation, Klingons, and Romulans agree to abandon the failed "planet of galactic peace" project on Nimbus III. Andorian *Kein* Ucalnath seven allies with the Andorian government. Son'a and Ba'ku split.

2297: Rigel V applies for membership in the Federation.

2298: Darvash Crisis leads to the formation of the Department of Temporal Investigations.

2304: End of Klingon-Cardassian War.

2305: Grazerites join Federation. Starbase 200 abandoned. Escape of Cmdr. Michael Lawrence and his Perfectionist allies from DTI custody.

2309: Cardassian Union establishes "peaceful" presence on Bajor.

earlier in history, thus preventing the creation of the Federation. However, the *U.S.S. Enterprise*-E was sucked into the temporal vortex and traveled back in time with it. Even though the Federation was erased from time, the *Enterprise*-E, by virtue of having traveled through the Borg's temporal vortex, did not "vanish" and eventually was able to correct the timeline.

Borg timespheres cannot travel long distances on their own. Typically a Borg cube or other vessel transports one to within a few million kilometers of its target, then releases it to do its job.

Krenim Temporal Weapon Ship

Class and Type: Krenim Temporal Weapon Ship (unique vessel?)

Commissioning Date: c. 2174

Hull Characteristics

Size: 12 (approximately 1 km long, .3 km radius)

Resistance: 2

Structural Points: 240

Operations Characteristics

Crew/Passengers/Evac: 110/25/1,300 [6 Power/round]

Computers: 6 [6 Power/round]

Transporters: 6 personnel, 4 emergency [5 Power/round]

Tractor Beams: 1 f, 1 a [2 Power/rating/round]

Propulsion and Power Characteristics

Warp System: 2.0/4.0/6.0 (6 hours) [2/warp factor]

Impulse System: .5 c/.75 c [5/7 Power/round]

Power: 220

Sensor Systems

Long-range Sensors: +3/20 light-years [6 Power/round]

Lateral Sensors: +3/3 light-years [4 Power/round]

Navigational Sensors: +3 [5 Power/round]

Chronometric Sensors: +5 [10 Power/round]

Sensors Skill: 5

Weapons Systems

Temporal Incursion Cannon

Range: 10/30,000/150,000/400,000

Arc: Forward (120 degrees)

Accuracy: 3/4/5/6

Damage: Creates temporal incursion; see text

Power: [40]

Pulse Disruptors

Range: 10/30,000/100,000/300,000

Arc: All (but typically used in forward or aft configuration)

Accuracy: 5/6/8/11

Damage: 20

Power: [20]

Chroniton Torpedoes

Number: 250

Launchers: 5 forward, 5 aft

Spread: 10

Arc: Forward or aft, but are self-guided

Range: 25/500,000/3,000,000/6,000,000

Accuracy: 3/3/5/8

Damage: 30 (ignore conventional shielding)

Power: [5]

Weapons Skill: 5

Defensive Systems

Deflector Field

Protection: 50/50 (75) [50 Power/shield/round]

Description and Notes

Fleet data: The Krenim temporal weapon ship is an enormous vessel designed as an instrument of war by the genius Krenim scientist, Annorax, who also captains it. Its purpose is to create temporal incursions which erase threats to the Krenim Imperium from the very fabric of time, as if they never existed. Unfortunately, when Annorax first used it, a miscalculation caused an epidemic to arise which killed 50 million Krenim, including his beloved wife. Since then–200 years ago, by Annorax's timeframe–the temporal weapon ship has been creating incursions in an effort to set things to rights.

The temporal weapon ship is powered by a temporal core which keeps it out of phase with normal space-time. As such, no one traveling on it ages, and vessels in normal space-time, while they can see and sense it, cannot affect it with any weapons. A ship would somehow have to recalibrate or alter its weapons to place them similarly out of temporal phase to affect the temporal weapon ship.

The ship's primary weapon is an enormous temporal incursion cannon which occupies over a third of the ship's length. The ship is shaped roughly like a cylinder a kilometer long; the cannon, formed of a series of "arms" which hold special generators and focusing lenses, is on the forward end. The cannon creates temporal incursions which erase the target from time. The temporal shock wave from its use spreads throughout the galaxy, causing whatever corresponding changes result from erasing the target.

The temporal weapon ship's powerful computers and temporal sensors can scan the changes their weapon causes. They can also run powerful computer simulations which calculate, and account for all variables figuring into, a temporal incursion. Preparing an incursion calculation takes a trained crewman from days to months. Despite the power of the computer, the calculation is only as good as the person who made it. If the crewman omits even a single temporal variable, the entire calculation will be faulty and the results of the incursion nothing like what was predicted. Thus, the computers are not infallible, nor can they know all possible outcomes of an incursion the ship creates before it creates said incursion.

In addition to the temporal incursion cannon, Annorax also equipped the temporal weapon ship with standard weapons–chroniton torpedoes and powerful "pulse disruptors" located along the ship's outer circumference; they typically fire down the length of the ship at targets in front of or behind it. Due to its mass the ship can reach only Warp 6 maximum, and its hull and shields are relatively weak for a ship of its size and power (without the shields, a single photon grenade could penetrate the hull).

The temporal weapon ship is something of a flying temporal museum. Captain Annorax maintains a collection of artifacts and data from hundreds of species which he has completely erased from time.

Vhortai-class Romulan Timebird

Class and Type: *Vhortai*-class Romulan Timebird

Commissioning Date: Mid-24th century

Hull Characteristics

Size: 5 (235.87 x 160.00 x 52.3 m; 485,000 metric tons; 9 decks)

Resistance: 4

Structural Points: 100

Operations Characteristics

Crew/Passengers/Evac: 250/100/2,500 (est.) [7 Power/round]

2311: The Tomed incident results in thousands of Federation citizens dead at the hands of the Romulans. It is followed by the treaty of Algeron reaffirming Federation/Romulan [illegible] establish [illegible] the Federation [illegible] the use of cloaking technology. The Romulan Star Empire enters a long period of self-imposed isolation.

2312: Starfleet establishes Qualor II ship depot.

2313: Andorian Keth Kol successfully pushes a law into place that requires keth chieftainhood to be proven in battle or be the result of blood succession. The Taurnai attack the Romulans. Bolians evacuate the population of Uzor IV before its sun collapses.

2314: The development of the multiplex pattern buffer eliminates the risk of transporter psy-

Computers: 4 [4 Power/round]

Transporters: 4 personnel, 2 cargo, 1 temporal [4 Power/round]

Tractor Beams: 1 fv, 1 av [2 Power/rating/round]

Propulsion and Power Characteristics

Warp System: 6.0/8.0/9.2 (6 hours) (est.) [2/warp factor]

Impulse System: .7 c/.9 c [7/9 Power/round]

Chronal Travel System [40 Power]

Power: 200

Sensor Systems

Long-range Sensors: +2/20 light-years [6 Power/round]

Lateral Sensors: +2/1 light-year [4 Power/round]

Navigational Sensors: +2 [5 Power/round]

Chronometric Sensors: +2 [10 Power/round]

Cloak: 10 [4 power/point/round]

Sensors Skill: 5

Weapons Systems

Type K Disruptor

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 4/5/7/10

Damage: 20

Power: [20]

Torpedo Launchers

Number: 100

Launchers: 1 ad, 1 fv

Spread: 10

Arc: Forward or aft, but are self-guided

Range: 15/300,000/1,000/3,500,000

Accuracy: 4/5/7/10

Damage: 20

Power: [5]

Weapons Skill: 5

Defensive Systems

Romulan Deflector Shields

Protection: 50/50 (75) [50 Power/shield/round]

Description and Notes

Fleet data: The Romulans have temporal technology as advanced, or more so, than that of the Federation. This vessel represents the pinnacle of Romulan development of such technology as of 2370.

While the Romulans recognize the strategic advantages of time-travel technology, they remain just as cognizant of its dangers as the Federation, and thus refrain from using it as a routine weapon. If any-

thing, their use of artificial quantum-singularity drives (which can cause temporal disruptions in some circumstances) and cloaking devices (which emit chronitons) has made them even more aware of the dangers of damaging the timeline. One of the main purposes of the Romulan timebirds is to monitor the timeline for disruptions caused by Romulan technology and to repair such damage as best they can.

The technology on the Romulan timebird is very carefully organized and maintained. The interactions of the temporal transporter, chronometric sensors, chronal travel system, and cloaking device make for complicated engineering problems. If the ship suffers more than 20 points of structural damage, the Narrator should roll 2d6. On 2–5, a temporal disruption occurs due to damage to the timebird's systems. For every 20 points of damage beyond that, increase the range of the roll by 1 (thus, after 40 points of damage, a temporal disruption occurs on a 2–6 on 2d6). If an attack or other phenomenon completely destroy a timebird, a temporal disruption automatically occurs.

THOLIAN TIMESHIP

Class and Type: Tholian Timeship

Commissioning Date: Unknown/variable

Hull Characteristics

Size: 5 (precise dimensions impossible to assess; most accurate estimate seems to be 226.33 x 156.23 x 50.0 m; 438,000 metric tons; 8 decks)

Resistance: 5

Structural Points: 100

Operations Characteristics

Crew/Passengers/Evac: 237/115/3,000 (est.) [7 Power/round]

Computers: 6 [6 Power/round]

Transporters: 3 personnel, 2 cargo, 1 temporal [3 Power/round]

Tractor Beams: 1 fv, 1 av [2 Power/rating/round]

Propulsion and Power Characteristics

Warp System: 9.0/9.5/9.6 (20 hours) (est.) [2/warp factor]

Impulse System: .7 c/.9 c [7/9 Power/round]

Chronal Travel System [40 Power]

Power: 380

Sensor Systems

Long-range Sensors: +5/45 light-years [6 Power/round]

Lateral Sensors: +5/5 light-years [4 Power/round]

Navigational Sensors: +5 [5 Power/round]

Chronometric Sensors: +3 [10 Power/round]

Sensors Skill: 5

Weapons Systems

Chronal Web

Range: 25/500,000/3,000,000/6,000,000

Arc: All (720 degrees)

Accuracy: 3/3/5/8

Damage: See text

Power: [20]

Level Daleth Disruptor Emitter

Range: 40/40,000/90,000/250,000

Arc: Forward (180 degrees)

Accuracy: 4/5/7/10

Damage: 17

Power: [17]

Weapons Skill: 5

Defensive Systems

Tholian Chronal Shields

Protection: 150/150 (200) [150 Power/shield/round]

Description and Notes

Fleet data: The Federation knows relatively little about the so-called "Tholian timeship," a class of vessel which has made very few recorded appearances in Federation space since first contact between the Tholian Assembly and the Federation in 2268. Even the appearance of the vessel is difficult to describe; according to some reports, when observed for long periods of time it seems to shift shape subtly, gaining and losing small sections of hull and various hull extrusions at irregular intervals. Only the vessel's general resemblance to other Tholian vessels—its vaguely organocrystalline structure and fat arrowhead shape—provides authorities with the clues to identify it tentatively as a ship of the Assembly.

No official records exist of any human (or any other species, for that matter) visits to, or trips aboard, Tholian timeships. However, humans from several outlying colonies

claim that they were kidnapped and taken aboard vessels which may have been Tholian timeships. According to the "victims," they went to sleep in their residences, only to wake up in a strange facility or vessel held in a biobedlike structure or a chair of some sort. Details differ, except in three respects. First, the lighting was dim and of reddish hue. Second, at intervals beings who appeared organocrystalline in nature wandered into the victims' field of view, though most report that they experienced severe headaches if they looked directly at these beings for too long. Third, all victims report that the floors, walls and equipment in the facility or ship had a very strange appearance—"like human flesh with the skin stripped off it," according to one victim. However, those who had the ability and courage to touch a console or the floor found that its sickly wet appearance was some trick of the light; to the touch the material was hard, unyielding, and mildly warm.

Some victims state that the room(s) they were held in did not seem to share that solidity. They reported seeing the organocrystalline beings literally walk through walls, and that the dimensions of the room(s) would shift for no discernible reason—walls would disappear (making the room suddenly twice as large), doors would appear and vanish, ceilings would recede. Whether this actually occurred or was simply the result of faulty perception or mental strain brought on by the ordeal remains unknown. Mental probes of the victims, who showed no physical injuries or abnormalities following their "returns," sensed only a jumble of chaotic, untranslatable sensations.

One report, by a disreputable trader named Mordecai Burke, states that he observed a Tholian timeship attacking a Klingon bird of prey near the borders of Tholian space. Burke claims that the Klingon ship's disruptors seemed to have no effect on the timeship. It returned fire with a weapon which enveloped the bird of prey in a web of coruscating blue-white energies. This attack seemed to paralyze the Klingon ship. As Burke watched, the bird of prey slowly began to disintegrate and fall apart, eventually exploding about ten minutes after the initial attack. Burke claims that his sensors registered this as a "web of chronal energy" which literally aged the Klingon vessel until it began to break down from metal fatigue; a critical part eventually failed, causing the explosion. However, his sensor logs show no trace of any such event, and given his known predilection for con artistry and profiteering, Starfleet suspects that this "report" is a sheer fabrication.

Any Federation citizens who detect or see a Tholian timeship should immediately report it to the nearest Starfleet official.

Narrating Time Travel

Running a time-travel episode or series takes hard work and preparation. This isn't something that should be done on the spur of the moment; internal consistency is important for believable time-travel stories, and players are notorious for picking up on inconsistencies that the Narrator might have forgotten about.

Generally speaking, *Star Trek* series have had two types of time-travel stories: time loops (in which the time-travel elements of the episode turn out to be the way history actually ran) and history-changing (or history-repairing) stories. Obviously, plenty of episodes don't fit neatly into either category, but those two encompass the majority of time-travel stories, and the following section will focus on them. Most *Star Trek* episodes involving time travel contain a journey into the past by the cast, or a visit from the future; it is a rare thing that the *Enterprise* itself is seen in the future (with the most notable exception being the *Star Trek: The Next Generation* episode "All Good Things"). The Narrator should not take this as a requirement for his own episodes (see "Flash Forwards," below), and there are

2327: Jean-Luc Picard graduates from Starfleet Academy at class valedictorian and is assigned to service on Starbase Farhart. Alesia applies for Federation membership.

2328: Cardassians occupy Bajor; Vedek Assembly abolishes Bajoran caste system to allow all Bajorans to fight the Cardassians; Bajoran resistance begins.

2330: Napea is join the Federation.

2331: Starbase 375 orbiting Betau IV commissioned.

2332: The Andorian Affair leads to the Peresyvantuce between DTI and the Tal Shiar.

2333: Jean-Luc Picard is promoted to Captain and given command of the *U.S.S. Stargazer*.

2335: Drs. Noonien and Juliana Soong successfully create two positronic-based androids, Lore and Data. First contact.

other *Star Trek* episodes that do look forward in time; a Narrator can use those as reference for such a tale. For the most part, though, forward-looking time travel tends to involve omens of a future that must be changed.

A USAGE NOTE

As at least one science fiction writer has pointed out, it is extremely difficult to retain any kind of grammatical coherence when discussing time travel. For purposes of this discussion, assume that references to the "present day" refer to the present day of your *Star Trek* roleplaying series, whether it is a 23rd-century game, a 24th-century game, or another creation of your imagination. Typically, uncertain references to the past and future refer to a character's personal past and future, as opposed to absolute (historical) past and future.

Basic Elements

Certain themes crop up over and over again in *Star Trek* time-travel stories; the wise Narrator will take advantage of these themes when writing his own episodes. These themes can fail if you use them clumsily or hamhandedly; remember that one of your goals has to be to write a good adventure for the characters, not to teach a lesson to the players in your group.

BREAKING OUT OF RUTS

In several *Star Trek: The Next Generation* episodes, the crew of the *Enterprise* is trapped in a time loop which it can escape only by jumping out of an established routine. As a Narrator's tool, this is a great way to bump your players out of standards of behavior. To solve a time-travel problem in your game, make the Crew shake things up. Force the players to approach a problem in a way that they rarely do: Perhaps your group is unduly cautious, doing an in-depth sensor scan of every unusual object they come across on patrol. If the particles projected by a ship's sensors interact with a temporal flux pocket, they may throw the ship into a temporal loop. The only way to escape in this case is to avoid the initial deep sensor scan. Similar tricks can be thrown at players who try to talk their way through every confrontation or who launch photon torpedoes at every problem they can't solve in under five minutes. *Star Trek* roleplaying games should go through many kinds of episodes, and that's hard for you to arrange as a Narrator if the Crew tries to solve every problem the same way. Temporal loops can help you shake the Crew up a bit.

DESPERATE MEASURES

Starfleet personnel are forbidden by the Temporal Prime Directive to interfere with the normal flow of the historical timeline. In practical terms, this means that Starfleet crews will almost never choose to go back in time (and in fact, a character with Code of Honor: Starfleet will do anything he can to keep his shipmates from violating that directive). Most Federation citizens, then, end up involved with time travel either through interaction with an anomaly or when there is literally no other choice–when the Borg Queen goes back in time to destroy the Federation, for instance, and there is no way to stop her but to give chase. The Narrator should be sure to emphasize the drastic nature of time travel; unless you're running an all-DTI game, time travel should be a big deal, and the Crew should return to the normal timeline exhausted and relieved. Return to the game's present day (or

escape from a time loop) should require extreme effort by the Crew. Perhaps it is necessary to detonate the ship's warp core at the heart of the anomaly to escape it, or the stresses of cross-time travel put enough strain on their ship's superstructure that the Crew's return trip risks a total loss of hull integrity, or memories from their own pasts flood into crewmembers' consciousnesses as they slide through the space-time continuum, and they must struggle to keep their attention fixed on the here and now.

PARADOX

Paradox has been part of time-travel stories for as long as they have existed. For clarification, a paradox is a statement or event which is true but which renders itself false. The classic example of this is the "grandfather paradox," in which a character travels back in time and accidentally kills his grandfather as a young boy. This would mean that the character himself is never born, which would mean in turn that he could not go back in time, which would mean he couldn't kill his grandfather ....

Although the quantum-physical and philosophical aspects of paradox are discussed in Chapter One (pages 7–9), the Narrator must be ready to handle the story aspects of paradoxes as they occur. A bitter, despairing, or insane character—an ideal Supporting Cast villain, or even a player character if you're not running a straight Starfleet game—might try to invoke a paradox to fix mistakes in his past, or even commit retroactive suicide by killing a distant ancestor. These things could also happen by accident, of course, but "accident" is just another word for "Narrator fiat."

FOR THE SCIENCE GEEK IN ALL OF US

Doesn't faster-than-light travel inherently lead to impossible time-travel paradoxes as it is? By modern theories of relativity and the nature of the universe, yes, it does. Those theories, as we all know, are at least three centuries out of date; 20th-century equivalents to phlogiston or the luminiferous æther. On a more personal level, Narrators, if a player throws modern physics in your face during a *Star Trek: The Next Generation Roleplaying Game* time-travel episode, gently remind him of all the other things that modern science considers impossible that pop up in every episode of *Star Trek*. Players and Narrators alike should remember that *Star Trek* isn't about the science, and that people looking for the definitive "hard science" RPG experience are best off looking elsewhere for it.

If you deliberately insert such things into your game we assume you know what you're getting into. Regardless of the reason, if a player character causes a paradox through his own actions, in all likelihood he will spawn an alternate universe. This alternate will sweep forward in time instantaneously, so if the Crew returns to the "present day" they will return to a different universe than the one they left. But this is very drastic! As a Narrator you may not be prepared to ad lib a new alternate universe and scrap all your previous plans for your *Star Trek Roleplaying Game* series. In that case, either the Narrator or the players must prevent the paradox from taking place. It is preferable to do so without having the players jump further back in time; this can damage the fabric of space-time, and it also makes players' (and Narrators') heads hurt.

Ways to Keep Paradox from Mangling Your Game's Present

Time-travel episodes can sometimes write the Narrator into a corner. Here are some erasers. Some are easy to pull off elegantly, while others are blunt plot instruments. Use them all sparingly; players hate having it made obvious when they're being manipulated by "metagame" outside concerns like temporal consistency. If it is possible, let them come up with a solution, and coax it into the realm of possibility as they act.

DNA? What's That?

Personal and family histories are full of errors. Human memory is faulty, and bored aunts and uncles often embroider family tales. Perhaps Ensign Mustafa's grandmother had a wild time as a young girl, and the grandfather he just accidentally vaporized wasn't really his grandfather after all. This could lead to some interesting character-driven, introspective subplots, as Ensign Mustafa tries to hunt down his real family history.

Close Only Counts in Shotgun Weddings

Rope them together in the basement for twelve hours and they'll decide to get married after all. If a character's actions have just messed up an important historical social event—his parents' wedding, his admission to Starfleet Academy, or the like—he may still be able to set it right by get-

between the Federation and the Cardassians.

2350: Omicron Theta colony is destroyed by the "crystalline entity."

2357: Social cohesion breaks down in reducing Turkana IV colony to anarchy.

2359: Cardassian Union formally annexes Bajor.

2340: Increased difficulties with Andorian renegades attract the active attention of Starfleet Command.

2343: Battle of Chin'toka provides a decisive victory in the Romulan/Tzenkethi conflict. Admiral Kassus becomes Senator Kassus. Kira Nerys born. Construction begins on Terok Nor.

2344: Romulans attack the Klingon outpost at Narendra III; Starfleet comes to the aid of the Klingons, and the *Enterprise-C* is presumed destroyed in the conflict. The Takdon become members of the UFP.

ting the broad facts straight even when the details are just a bit off. What matters to the character is that his parents get married or that he gets admitted to Starfleet, not whether the wedding was a religious or civil ceremony or whether he was one of the standby group of his class. This kind of episode could be played for laughs, but it could just as easily be run stonily serious, with the future of the Federation and untold trillions of sentients hanging on the admission to the Academy of one cadet.

The Wackos Were Right, Curse Them

Say the Crew in your game makes a few wrong moves while stranded in Minsk, USSR, Earth, in April of 1962. They manage to get Marina and Lee Oswald arrested for espionage and sent to a Siberian prison camp. They are unable to extract the Oswalds and prepare themselves for chaos and a major paradox when November of 1963 finally comes. They are shocked to find that President Kennedy is in fact killed by an unknown assailant on the grassy knoll (or by Howard Hunt from the top of the Dal-Tex Building, or whatever the Narrator's favorite pet theory happens to be). This isn't a matter of history "righting itself"; it would be a matter of Federation history books being flat wrong on this matter.

There Is a Causal Loop in Your Future, Er, Your Past

If no other way out presents itself, it's always possible that a temporal anomaly will come into being in the

QUICK FIXES

Generally, anything that creates a time anomaly also creates its own potential undoing. Temporal rifts stay open, timeships leave a "wake" to be followed, time loops introduce uncertainty, and so forth. Characters near temporal rifts, for example, almost always have a chance to return a few hours into the past with sufficient knowledge to prevent such a disaster. This could be the timeline's way of avoiding paradox, although that philosophy is not the one embraced by DTI agents (officially, anyway). This sort of thing is a staple of *Star Trek* episodes from all four shows. A Narrator should always give the Crew the opportunity to travel back in time to fix temporal problems in his series, regardless of the anomaly's cause or nature, unless he (and his players) really wants the changes to remain permanent.

Crew's immediate future. This may launch them backward in time to a point before the paradox came about, or it may snap the timeline back onto its proper course. The Narrator must be careful with this tool: Time-travel stories are delicately crafted things, and the Mysterious Temporal Anomaly looks a lot like the deadly "plot hammer" to most players.

The Alternative Alternative

The Crew isn't necessarily the only group monkeying with the timeline. If the Romulans and the Federation are fighting (or have fought, or will fight) a tense temporal cold war (see "Romulans" on page 82), the Romulans may have a vested interest in undoing the Crew's mistakes. Or perhaps another group's time travel in this alternate future nudges the pendulum just enough that the state of the universe is brought back to the Crew's core reality, with perhaps one or two minor changes.

Caucus Race Episodes

At the core of things, the "caucus race episode" (named for the race that goes nowhere in *Alice in Wonderland*) is one in which apparently paradoxical events turn out to be "the way things worked out anyway." (See "The Information Paradox," page 9.) Characters who have their tricorders confiscated on a trip back to 2150 Bolarus IX remember (or later learn) that it was a Bolian who invented the tricorder in early 2151, for instance. The *Star Trek: Deep Space Nine* episode "Little Green Men" is a caucus-race episode (using The Wackos Were Right, Curse Them from page 110 as its "eraser") in which three temporal castaway Ferengi spark the Roswell UFO crash legend. It is easiest to write caucus-race episodes that take place in a time and place distant from core *Star Trek* continuity. It will be nearly impossible for time-traveling Crewmembers' activities at the Khitomer Conference to go without notice, but a voyage to pretechnological Betazed might get the Crew written into Betazoid mythology.

For a caucus-race RPG episode to work well, as the two-part *Star Trek: The Next Generation* episode "Time's Arrow" does, Narrators should present a mystery in both the present and the past. Data's head is at the core of the present-day mystery, but the Devidians are the core of the past mystery. Only those who have seen both the present and the details of the past can solve both problems. As with most time-travel plots, if a caucus race is not handled carefully, players can get frustrated; most sensible players want to find out that their activities had meaning, rather than learning "Oh, that's how things turned out anyway." That's only slightly more satisfying than "It was all a dream." A present-day crisis that can only be solved with information taken from the past is a good way around this.

Changing History

By contrast with the caucus-race episode, the history-changing episode can give players a chance to really cut loose and mess with the timeline, so long as it's over a relatively short span of time. To keep in theme with the various Star Trek programs, Narrators may wish to keep history-changing episodes restricted to a short period of time (see Chapter One for more information about the physics of temporal change and its propagation), durations of no more than a day's work. But, as *Voyager's* "Year of Hell" teaches us, changing time can take all the time in the world.

THE Q

There are several races of nigh-omnipotent power in the *Star Trek* universe, including the inhabitants of the Q Continuum. Most of these beings have an understanding of sorts with reality, and can violate causality and paradox "rules" without suffering obvious consequences. They almost certainly exist in multiple alternate timelines simultaneously. They can also repair "damage" done to the timeline, undoing the creation of alternate universes in a moment.

The Q and their peers have lots of abilities that they could use to warp reality and solve all of a given Crew's problems. The important thing is that for the most part they don't use them. From a Narrator's perspective, that is a good thing. Fortunately, the Q and their ilk are dangerous enough even when they're nominally friendly that players shouldn't think of calling them to get out of alternate timeline messes. (If they do, well, the Q don't answer to mortals.) When a member of the Q Continuum or one of its peers does deign to interfere with the timelines of lower forms, it does so for its own reasons; those reasons might dovetail nicely with the Crew's needs, or they might be in no way related to the crisis at hand. Beings this powerful have motivations that are nearly alien to humanoid life; don't use them like Santa Claus. Besides, having an omnipotent NPC show his head tends to trigger player boredom reactions in a hurry.

2345: Data graduates first in Starfleet Academy class, going on to serve with honor.

2346: Romulans attack Khitomer outpost, slaughtering many Klingons. Federation is implicated, with ignited photon torpedoes provided to them by a treacherous Klingon. The U.S.S. *Enterprise* provides humanitarian aid in the wake of the massacre, leading to the Klingon Federation Treaty of Alliance.

2347: War between the Federation and the Cardassians begins as Cardassian forces launch an attack against the Federation colony on Setlik III. Enlightened Mind Movement begins to agitate for Betazoid withdrawal from the Federation.

2350: Benjamin Sisko enters Starfleet Academy. Andorian Shanmite arc and drama comes to a rogue across the Federation.

TIME IS A RIVER

Chaos theory is a branch of mathematics that describes the ways that seemingly small changes to a complex system can result in truly drastic changes after enough time. While chaos theory is very real and has important ramifications for physicists and engineers, early temporal researchers noted with some relief that chaos theory doesn't always lash out and bite time travelers.

Generally speaking, time travelers can get away with minor alterations to the timeline without casting a "ripple" forward through time. History will tend to right itself, if given a chance. If a given garbage can has to be emptied a day earlier because a PC threw away a hamburger wrapper, the timeline will probably hold up. Even something as "drastic" as time travelers staying at a hotel for a week or so does not have dangerous consequences for the future. It's when Crewmembers stray out of the "background" realm of ordinary people—although, like Edith Keeler, many seemingly "ordinary" people may be temporal nexi (see page 33)—and take decisive action that the timeline may suffer.

ALTERNATE UNIVERSES

As described elsewhere (Chapter Two, "Parallels," pages 23–36), many things (including character actions) can create alternate universes. This can open up whole new vistas of roleplay for a Narrator and Crew who are tired of the way their game has been running; it can also be used to give clues about the way certain plot lines are running, or background information on Supporting Cast members that couldn't be gotten any other way. For instance, if the ship's "Vulcan" helmsman grew up on Romulus and is a deep-cover *Tal Shiar* agent within the Federation, there's no easy way to clue the players in without taking the story line right to a confrontation with the helmsman. But if players are transported to an alternate universe, or create one, they may find themselves face to face with that helmsman aboard a Romulan ship or in the obvious employ of the *Tal Shiar*. The helmsman might not even be in league with the Romulans in the "real" universe, but now the Crew may begin to suspect him.

The Crewmembers often have nothing to do with the creation of the alternate universe; they may just have to find the event that caused it and undo that event (see "Fixing History," below). Or they could just feel the

EPISODE SEED: THE MISWOVEN THREAD

Right after a crisis, a DTI character refers to the solution having worked out "just like the Lysian incident," then immediately clams up, apparently realizing that she should have said nothing about it. The rest of the Crew has no experience with any Lysian incident, and the only reference to the Lysians in the ship's computer makes no mention of the Crew having been anywhere near their homeworld. The next day, the character honestly has no recollection of any Lysian incident, or even of mentioning such a thing to the rest of the Crew. The truth is that the DTI character who mentioned the Lysian incident is a future version of the present-day crewmember. She has come back in time to warn the Crew about an upcoming catastrophic conflict with the Lysians, but needs to do so without openly breaking the Temporal Prime Directive. She picked this timeframe to return to because the crisis the Crew has just solved bears a striking resemblance to problems they will have with the Lysians later.

Several episodes should pass, and this quirk will drift out of the Crew's attention. Eventually the Crew will end up facing down a Lysian armada or mad temporal physicist, and the solution to the conflict will be nearly identical to the solution to the earlier crisis.

impact of a universe change without knowing the cause. As an interesting *in media res* episode opening, have the Crewmembers wake up and go about their duties on an alternate version of their starship, a version that (as the Narrator explains) makes perfect sense to them. This will require a fair amount of exposition by the Narrator ("You make your way down to Engineering and flog the Klingons, just like every morning, and then head up to the galley for a quick bite to eat."), but if the group roleplays well, they may settle into their bizarre "alternate me" roles quickly and enjoyably. The trick then is to seed this new apparent reality with *in-character* clues that not all is right with the world. The players will know something's up right away, but their characters may need a twinge of Vulcan precognition, bizarre dreams, or a kindly El-Aurian bartender to trigger the realization that All Is Not As It Should Be. Perhaps rogue DTI (or Imperial Time Agency, or *Tal Shiar* TAG) types are snooping about the starship or meddling in contemporary politics to achieve some goal. Perhaps the Crew has been caught up in a perfectly legitimate DTI op that's gone sour. In the end, of course, the Crew straightens things out and the "normal" flow of history is restored.

Fixing History

Characters, whether in a DTI series or an "ordinary" Starfleet series, may find themselves forced to undo another force's changes to the timeline (we will refer to the force in question as the Crew's "enemy" or the "villain" even though it might be an anomaly or force of nature, just for clarity). They might be able to jump further back in time to prevent their enemy's changes from taking place, or they might have to deal with the changes after the fact. An absurd kind of competition can erupt if the Narrator isn't careful here: The Crew timejumps back to beat the Tholians, who timejump further back to beat the Crew, which timejumps still further back. Pretty soon they're competing for that 10-43 seconds after the Big Bang. Science officers will remember that the space-time continuum is not impervious, engineers will know for certain that the ship's engines can't keep doing such ridiculous things, and medical staff will notice a mental strain on the Crew. It is best to timejump only once when absolutely necessary, and to give the disruption one good shot at repair.

While back in time, the characters likely face one of two dilemmas. Either they must stop a villain from wrecking their past, or they must fix a past that's already been wrecked in order to preserve a consistent present. Whenever or wherever they are, characters should probably follow Starfleet and Federation regs to solve their problems. Even if they are, strictly speaking, outside of Federation jurisdiction, that's not the way DTI will see it at their board review.

There are other ways to fit "fixing history" into a series, as well (for more on alternate timeline gaming, see Chapter Two, "Parallels"). Characters could learn that their current course of action will lead to an "alternate history" from a future perspective; future characters could appear and insist that the players take seemingly random actions, or avoid other actions that appear harmless. The Narrator has to take care here to keep the episode from sliding into farce (unless a one-off farce episode is called for, in which case, play it up!).

Memories of the Future

In a DTI campaign, it is possible that each character will begin to experience a personal timeline. If several members of a Crew travel back in time and stay for a year, they will have an additional year of memories, scars, and history that the rest of the Crew lacks. In a

EPISODE SEED: INVOLUNTARY MUSCLE

While exploring deep in the heart of a dark nebula, the Crew's vessel encounters a rapidly moving pulse of energy, a disk of coherent radiation and spatial distortion nearly two kilometers in length and capable of matching their vessel's movements point for point, even at the (limited) warp speeds that the nebula allows. Cutting into them from all sides, the disk quickly cripples the ship and then swallows it, pulling it a thousand years into the past, near an Earthlike planet with preindustrial technology comparable to Earth's Iron Age.

While both Prime Directive and time-tampering considerations forbid contacting the ancient culture, the Crew has little choice but to venture downward to the planet's surface--their ship is so badly damaged that they are warp-incapable, and most computer systems are offline. Even food synthesis is impossible, and the crew has nothing to eat except for raw materials and a few luxury items stored as cargo. The world beneath, however, is obviously green and rich with life, a lot of it likely to include edible food. The Crew is stranded in the past and must decide how to survive.

Although the characters are unaware of it, the phenomenon that attacked them in the dark nebula was the creation of a man on the planet below--Dr. Tarleton Parker, a temporal physicist turned would-be dictator of a primitive world. Using knowledge and weapons brought from the future, he has already conquered nearly half the planet, including the part the Crew eventually lands in. The Crew is taken by surprise by natives, and captured and brought before Dr. Parker, dressed in the garish robes of a sorcerer and calling himself the God King Yanax. He claims to have seen the strange offworlders through his scrying mirror and throws them in his dungeons.

Yanax (Dr. Parker) doesn't reveal that he's from the future, and discovering that he's a time traveler is the hidden goal of the adventure. Once the Crew realizes that his tricks are technological in nature, he can be more easily countered. Yanax created the deadly energy disk using a device planted deep beneath his stronghold, and it's pretty much the only way the Crewmembers can return home.

But before they can do any of that, they must escape from the dungeons! Yanax, gloating and posturing, appears before them and explains that he knows that they are beings from the future, and they will allow him to become a powerful oracle with the records on board their "conveyance." He also fully expects them to give up all their weapons so that he can wage a war with the remaining unconquered continent.

Dr. Parker has brought the Crew back in time to be a tool for his conquest and couldn't care less about the damage he's obviously done to the timeline. The Crewmembers must free themselves, overcome their captor, and use his technology to return their ship home, where it can be repaired. In the meantime, they must do all they can to undo the conquests of Yanax and put an innocent world back on its proper course.

long enough campaign, a DTI group could become disconnected from each others' histories ("Have you been through the Battle of Wolf 359 yet? No? Okay, forget I mentioned it.")

In an experienced, collaborative gaming group, this could allow players to take more of a hand in creating the setting. A player might have his DTI character make a throwaway reference to an event that has not yet occurred, and the Narrator can build a story arc leading up to that event. Obviously this will take some cooperation between the Narrator and the DTI player: Will the DTI character know all the details leading up to an incident, or is he just aware that it is coming?

Changing Continuity

Enterprising Narrators might take advantage of time-traveling characters to eliminate or change parts of their campaign's history that they don't like. Though time usually acts as a river (see above), occasionally a small change in history can have big repercussions. The "fix" employed here does not have to be immediately obvious and doesn't have to undo anything caused by the time travel itself. For example, in an earlier episode another starship was destroyed by circumstances beyond the Crew's control, or a favorite recurring villain was killed. Time travel has a ripple effect in some cases; a Crew's trip back in time could set up just the right ripples to bring someone back from the dead. Look at Tasha Yar and her daughter Sela in "Yesterday's Enterprise" and "Redemption, Part II" for a fine example of this. As a Narrator, you should be careful not to make these changes too blatant; it is more effective to wait a few episodes before having the evil Darvok or the long-lost *U.S.S. Seminole* appear out of the blue than in the very next episode.

You can go even farther than that if you want. Do you hate that David Marcus was killed on the Genesis Planet, destroying a chance of 24th-century descendants of the historical Captain Kirk? If a time-travel game goes further into the past than 2285, you could ripple David Marcus back to life and continue the Kirk/Marcus line from there. Such a thing could be a Narrator's chance to alter just about any part of *Star Trek* continuity to suit his game.

While doing this, though, keep in mind that you don't want the ripple to have too many negative effects. Players will want to return to the past the very next episode to undo a huge problem, or, worse, they will tiptoe so carefully through future time-travel stories that no one will have any fun. Use the ripple sparingly and for dramatic effect.

Crafting Good Time-travel Episodes

In many *Star Trek* episodes, time travel happens by accident: The *Enterprise* is caught in a temporal loop or damaged by a space-time anomaly, for instance. The *Star Trek: The Next Generation* episode "Cause and Effect" is a fine example of this: The *Enterprise* is caught in a "causal loop" and must repeat the same events a dozen times before the intrepid crew discovers a way out.

But "Cause and Effect" would be a terrible, terrible *Star Trek: The Next Generation Roleplaying Game* episode as written. No Narrator in the world is going to get a group of players to replay the same events a dozen times and not start to "leak" information or react differently on the replays. More to the point, it would be incredibly boring to play the same events over and over again. A good Narrator might choose to start the characters on the second-to-last or third-to-last iteration of the loop and let them figure out what's going on from there. Be careful, therefore, when looking at episodes of *Star Trek* for inspiration for time travel. A good roleplaying episode needs to give the players a certain amount of free will, and some time-travel scenarios yank that free will from the players' hands. Below are some factors to consider when crafting a good time-travel episode.

Time Loops

In a time loop (see "Temporal Causality Loops," page 12), a starship undergoes the same series of actions over and over until, somehow, the

um bomb. Admiral Wayne Wilkstrike and the *U.S.S. Lung City* suffer serious embarrassment at their hands before finally defeating them in a bloody battle on the surface of Triangula Beta II.

2360: Tholian War ends in truce. First contact between Benzites and the Federation.

2362: Arteline IV admitted to the Federation.

2363: The *U.S.S. Enterprise*-D is launched under the command of Captain Jean-Luc Picard.

2364: First contact between the Federation and the Q. Romulan isolation ends following Borg incursions along Neutral Zone. First contact between the Federation and the Ferengi.

2365: First known instance of a self-aware lifeform being inadvertently created by a holodeck program (an entity based on the fictional character Dr. James Moriarty). The

crew realizes what is happening and is able to extract the ship from the loop. In "Cause and Effect," for example, the *Enterprise* is destroyed at least half a dozen times before the crew is able to realize what's happening to them and escape.

A time loop can be extremely difficult to pull off in a roleplaying setting, but it's not impossible with a group of mature roleplayers. It requires them to keep a good, thick wall between player knowledge and character knowledge. Like most of the other roleplaying challenges listed in this section, time loops should be extremely rare, to avoid repeating the same story. Causal loops can lead to frustration for your players, but they can be an excellent way to signal quietly to your players that you think they've been solving all their problems in the same way recently and need to branch out. To run a time-loop-driven episode, start events off as you would any other day: trivial or chitchatty discussions between Crew and Supporting Cast, sensor and diagnostics reports, and the like. Keep careful note of precise Supporting Cast phrasing, perhaps picking out a few unusual sentences or remarks to be reused. Quickly build the episode to a crisis point, and just as the crisis appears to be resolved, "let the screen go black" and return the Crewmembers to their starting places. Explain that the characters have no memories of what just took place, though they may begin to suffer *déja vu*. Proceed again through the episode, letting characters recognize the time loop effects as you wish; if you'd prefer that things be somewhat more drawn out, simply pass through all the events to the crisis point again, and once again refresh to the starting point. If, on the other hand, you would like to let the Crew resolve the loop quickly, let the characters twig to what's going on right away, and let them figure out how to avoid the disaster coming at the end of the loop. For a variation on this, perhaps only one or two player characters (El-Aurians or psionically aware characters?) are entirely aware of what's going on and must convince the rest of the Crew to listen to them. This will be a real challenge for the rest of the Crew, as they will have to roleplay from the perspective of their ignorant characters. Or perhaps take the "time aware" characters aside at the very beginning of the episode and explain what's going on to them, without telling the rest of the Crew or running them through a full iteration of the loop.

CHOOSING THE RIGHT ERA TO VISIT

Narrators have a lot of choices to make when setting up a time-travel episode or series. After setting up the basic theme and mood, the Narrator has to figure out just where and when he'd like the Crew to visit.

Give careful consideration to the time period and place you want your story to happen. Unless your group is awfully ignorant about history, you might want to bypass some of the more clichéd time periods, like the late Twentieth Century, the Second World War, the U.S. Civil War, and so on. A couple of hours of research on, say, the Mongol invasion of Europe would give players an interesting experience without limiting them to events they've heard about a hundred times. With the right event you might even surprise them. Also, *Star Trek* has about 250 years of unmapped future history to play with, from the Eugenics Wars to the founding of the Federation, and countless dozens of planets to choose from. *Star Trek: The Next Generation*, *Deep Space Nine*, and *Voyager* add at least another century onto that. That gives the Narrator a lot of room to maneuver even without sending the characters to a time prior to 1999.There's no reason the Crew has to enter *our* past when they enter *their* past.

How much do you, as a Narrator, want to be constrained by historical fact or *Star Trek* canon? You may want plenty of freedom to move and improvise facts as you go; you might prefer an important part of *Star Trek* canonical history, or you might have an interest in a particular part of Earth's history, such as the American Revolution. If you like having room to maneuver, either place your episode off of Earth altogether, put it in a future time period not heavily detailed by the *Star Trek* films and television series, or put it in a part of Earth history of which there are few surviving records. The history of, say, Tellar is detailed only broadly (in *The Price of Freedom* and *Planets of the UFP*); you can choose nearly any point in Tellarite history and not worry about contradicting existing material. There are broad points of *Star Trek's* future history that have not been heavily detailed. In the late 20th and 21st centuries alone we have the Eugenics Wars (while they were described and discussed, they were not seen), the time from the Eugenics Wars through World War III (detailed only through Sisko's time spent impersonating Gabriel Bell in "Past Tense"), and Earth's early days of interstellar exploration after first contact with the Vulcans (described only sketchily). Or send your players to a time on Earth with little recorded about it, such as North America before the 15th century, central Africa before European colonization, or Bronze Age Europe.

If you are especially fond of part of *Star Trek* canonical history–such as Cochrane's flight in the *Phoenix*, or the Klingon Civil War–just grab a copy of the appropriate episode(s) or film, watch it, and go crazy. Keep in mind the rest of the caveats from this chapter, but this can be fun–players who have seen the episode or film in question will have an internal image of the story you're running, and it can resonate strongly with them.

And there's nothing wrong with using an Earthly historical period, either. Do some research first; an hour at the library can save you what feels like six hours of stammered "uh, I don't know"s. Tossing well known historical characters at your Crew can be a lot of fun (see below). There are plenty of sourcebooks available for historical roleplaying games from other fine publishers, and these can help you come up with scenario ideas as well as giving you a quick-and-dirty overview of the time periods they cover.

EPISODE SEED: TAG, YOU'RE IT

DTI has an unofficial agreement with the Romulan Temporal Affairs Group; the two agencies will, from time to time, cooperate to stop a serious temporal crime. An encrypted message reaches the characters; it has been rerouted to hide its destination, but it comes from within Romulan space. The message comes from a Romulan within TAG. The son of a powerful Romulan senator has acquired a time-travel device and may be using it to steal high technology from future eras. The problem is that the senator is hostile to TAG and he doesn't know what his son is doing. The message asks for a rendezvous in the Neutral Zone, leading to a TAG request for DTI to investigate the son's activities. The DTI characters can be gene-masked as Romulans and snuck into Romulan space to begin their investigation. The twist to the story is that the senator is not just hostile toward TAG, he's hostile toward all of the *Tal Shiar* apparatus and wants it dismantled. Should the senator discover the characters' activities, he may offer them protection in return for feeding false information to the *Tal Shiar*. Regardless of whether they accept that protection, there is still the little matter of the time-traveling son to deal with.

2366: Romulan Admiral Alidar Jarok defects. Civil war erupts in the Klingon Empire between Gowron and the house of Duras. The Tekaran scientist Serova develops theories regarding the data-aging effects of warp drive on the fabric of space; her theories are largely rejected at the time but are later proven true. The Borg destroy the New Providence colony on Jouret IV.

2367: The Borg enter the Diodor Sector on Romulan fringe. Borg invasion of the Federation culminates in the Battle of Wolf 359. Gowron assumes leadership of the Klingon High Council.

Other Considerations

In addition to the how and when and where, you should decide some other important elements which will affect your episode even before you begin writing it.

Purpose

Will the players choose to travel through time, do so accidentally, or find themselves in a situation that gives them no choice but to do so? Keep in mind that players generally prefer to make their own decisions; invoke the "plot hammer anomaly" only if the trip will be worth it. Some series, especially an "unstuck in time" series (as in "Fun with Quanta," page 25) assume one, or many, involuntary time trips. If the players have bought in to such an assumption, then your problem is solved and any excuse will do. For a really good story, of course, even players in a regular *Star Trek Roleplaying Game* series will willingly forgive being swallowed by a black hole with no chance to escape.

Escape

Will it be easy for the characters to return to their home time period? Strenuous? Or impossible? In general, "one off" phenomena episodes should be relatively easy to escape. Predicaments that are part of a larger arc (such as a temporal cold war with the *Tal Shiar* or a Mirror Universe invasion) or take place as the climax of a plot line can involve more work to escape, adding dramatic power to the story. A series such as the *U.S.S. Bozeman* option (see page 44) depends on return being impossible—or at least a long way off.

Paradox

Do you want to cope with the problem of alternate universes and managing timeline peculiarities, or do you just want a jaunt into the past? As a general rule, the more work you want the setting to do, the more complex you have to make it. If the point of the episode is a taut struggle between the Crew and a fiendish Tholian ship, the time trip can be simple and secondary. If the episode centers on fixing a problem in the past or on understanding a strange new dimension and evaluating it as a threat (or ally), then you should make the background interesting enough to carry part of the story's weight.

Time-travel Episodes in a Starfleet Campaign

Time-travel events seem to hit Starfleet vessels with alarming regularity, and even though DTI is not formalized until the mid- to late 24th century, the most capable Starfleet officers still react quickly and competently to temporal anomalies. Time-travel episodes fall into several broad categories, described below.

Wrong Turn at Sol

Through accident or sabotage, the Crew finds itself stranded in the past. They may have attempted a difficult braking maneuver too close to a heavy star, been caught in an anomaly that cast them backward in time, or used an ancient relic like the Guardian of Forever. Now they must figure out a way to get back to the 24th century without disturbing their own pasts. The most commonly seen complication in such an episode happens when a character accidentally disrupts the timeline through actions in the past, such as when Dr. McCoy prevents the death of Edith Keeler in "The City on the Edge of Forever." The Crew may have to repair the timeline without the aid of time travel: For instance, if two historical friends never meet due to the actions of the Crew, they may have to bring those two individuals together to ensure their friendship. Alternatively, as in "The City on the Edge of Forever," the characters may have to return to the past from an altered future and undo the damage they did.

To Save the Future

In the same general vein as the above, characters must chase a villain into the past to keep him from permanently changing reality, or to save him from himself. Don't restrict yourself to sending the Crew back after the villain, either. Sometimes the characters can simply travel "one step" farther backward (as in "The City on the Edge of Forever"), be right on his heels ("Trials and Tribble-ations"), or have to catch up to an ongoing threat in progress ("Time's Arrow").

Rescue

This sort of episode revolves around the Crew returning to the past to retrieve something valuable that's needed in the future. This may be akin to the science vessel *Crick's* mission to recover DNA of extinct species, or it could be closer in scope to Kirk's crew's mission in *Star Trek IV: The Voyage Home*. In the episode "Assignment: Earth" the ship is supposed to bring back only knowledge; these types of missions often turn into rivalry (as "Assignment: Earth" did, following the interference of Gary Seven) or other types of episodes.

Anomaly

The Crew is on an ordinary mission, mapping star formations or investigating unusual planetary characteristics, when it is confronted with a temporal anomaly. This anomaly will cast the characters to a different part of time; they may get shunted back just a few hours and be forced to repeat a series of events until they meet a certain condition that allows them to escape. Or they may experience some very strange fluctuations (reversed causality or mental "age" regressing, for instance) until they can escape the anomaly. An episode like "Cause and Effect" or "All Our Yesterdays" is a standard "phenomenon" episode; other anomaly episodes can become save-the-future stories, like "Yesterday's Enterprise."

Rivalry

Although these types of episodes are more characteristic of a DTI campaign, they're where the Crew is the subject of some active action by a time-traveling villain, such as the Devidians, mad scientists, or Tholians. See Chapter Six, "Others In Time," for some more antagonists for, and notes on, rivalry episodes and series.

The Time-travel Campaign

Time-travel Roles

While time-traveler character generation is covered in Chapter Five, the descriptions below give some common character roles in a time-travel story, rather than character overlays.

The Agent

Agents are really the rank and file of DTI. The two DTI characters seen in the *Deep Space Nine* episode "Trials and Tribble-ations," Agents Dulmer and Lucsley, fit this mold. DTI agents are investigators par excellence with a side order of chronal physics and cultural history. See Chapter Five for more details on the typical DTI agent and how to create one in the Icon System.

2368: Attempted Romulan invasion of Vulcan foiled by Ambassador Spock. Ambassador Sarek dies at the age of 203 from Bendii syndrome. Ktarians attempt to control Starfleet via "The Expansion" project. DTI deploys the SABA station orbiting the red dwarf Cassandra.

2369: Romulan Vice-Proconsul Mirek defects. Vulcan Lolaronist Movement attempts to reassemble the Stone of Cal. Renegade Borg invasion of the Federation led by Lore. Benzar becomes a full member of the United Federation of Planets; the Ktarians become probationary members. Tholians and Federation normalize diplomatic relations. Cardassia withdraws from Bajor. Bajoran provisional government formed; Bajor seeks

The Anachronism

The Anachronism is a character like Sonny Clemonds from the *TNG* episode "The Neutral Zone". He has been plucked from his own proper place in history and brought to the present day. The Anachronism can be a challenge to play, because the player's knowledge level about *Star Trek*-era culture and technology may likely outstrip the character's. The Anachronism can be played for comedy or tragedy—sometimes both in the same episode. A 15th-century Turk will react with wonder, amazement, and some fear when confronted by 24th-century technological and cultural advances; imagine such a person's first encounter with an alien. While we may be able to milk culture shock for laughs, the wise Narrator will also be able to evoke a proper sense of loss in the Anachronism character. Everyone she knows is long dead; the causes she devoted her life to are reduced to a four-sentence paragraph in Starfleet Academy history textbooks. It would be easy for such a character to spiral into despair; don't forget that a common theme to all of the *Star Trek* roleplaying games is the triumph of hope and the human spirit. Yes, the character's society is gone, but its principles and values can still change the future through the Anachronism character.

The Anachronism should have history and culture knowledge skills specialized in her "home era" at a very high rating, but will probably lack some of the fundamental skills that DTI and Starfleet characters take for granted.

The Exile

The Exile is a refugee from an alternate universe; perhaps he entered our own universe in a transporter malfunction, as Kirk entered the Mirror Universe, or perhaps he found a gate to our universe and used it to escape unpleasant circumstances "back home."

More tragically, the Exile may be the last remnant of a rewritten alternate present or future; since chronal physics protects time travelers from the direct ramifications of paradoxes they create, the Exile might have gone back to his past and accidentally "created" this reality. Such a character could have interesting insight into the Crewmembers' personalities and activities, since they might be historical figures to him. For the Narrator, the useful part of such insights is that they are inherently flawed, since the campaign's reality is decidedly not the Exile's true past.

The Exile might have a burning desire to "fix" history, to bring it into line with his memories, or he may be relieved to have left an unpleasant timeline and reached our own. The character's historical knowledge and culture knowledge skills will be fairly useless to him, though generous Narrators might let the Exile use his knowledge of an alternate reality to intuit a Supporting Cast member's true motives. ("He may seem like a harmless janitor to you guys, but back home we called him the Butcher of Santiago. Watch him.")

The Historian

The functional opposite of the Exile, the Historian is so well versed in the history and culture of a few societies that he may be more reliable than starship computer records linked into Memory Alpha. However, the Historian is often at a disadvantage when he has to spend time in one of his favored time periods; he may be very book-learned but lack practical knowledge, or lose sight of a Starfleet or DTI mission by getting wrapped up in the minutiae of the chosen period. This could even push up against General Order 157, as the Historian may wish to cozy up to historical

figures and ask them their true motivations ("Where are we going?" "Coleridge's house, I want to see if he's begun work on *Kubla Khan*." Knock, knock, knock ….)

The Mask

As the social equivalent of the Survivalist (see below), the Mask knows how to fit time travelers into the mores and traditions of the culture they will visit. The Historian may know more of the big historical picture around the time period the group plans to visit, but it's the Mask who remembers that "And a double dumb-ass on you!" is inappropriate for 1986 America.

The Mask is the character who will present the group's face when dealing with local residents and officials. He may not be the team's leader, however, and that dual role can make for some amusing roleplay.

The Ringer

If the Crew becomes involved in time-travel events but does not violate the Temporal Prime Directive, its ship may be assigned a watcher agent from DTI. That character's role is likely to be a secret to most of the Crew—only the ship's captain is sure to know the character's true reason for coming aboard. Narrators should probably make a Ringer, if any, part of the Supporting Cast unless the group is willing to accept being misled. The Ringer doesn't have to be a spooky "wolf in the fold"—he might be more fun as an irritating bureaucrat along the lines of Nilz Baris in "The Trouble with Tribbles" or an overworked case-worker like Dulmer or Lucsley in "Trials and Tribble-ations."

The Survivalist

DTI agents sometimes look down their noses at Starfleet personnel. The modern person, they sometimes point out, is overdependent on the ability to replicate high-tech items at a moment's notice. They also rather contemptuously (and incorrectly) dismiss Starfleet Security's dependence on the phaser as the one-size-fits-all weapon. DTI has a small cadre of special agents who are trained to survive and assist others in many environments, at Tech Levels ranging from the Stone Age to the 2350's. Survivalist characters aren't all hard-bitten loners who spend their off-duty hours free-climbing rock faces, of course. These are DTI agents who are

dedicated to their jobs and to helping other time travelers fit into the time period without causing undue concern among the locals. Their training is sometimes a bit lax in the sociocultural department, but primitive technology and survival training come first for these agents.

The DTI Campaign

Despite being an arm of the Federation government, the Department of Temporal Investigations is decidedly unlike Starfleet or Starfleet Intelligence (see *The First Line*). Starfleet protects the Federation from alien intrusion; SI searches out and neutralizes intelligence threats to the Federation's member worlds. DTI doesn't have the resources or personnel to patrol every star and temporal anomaly and wait for Temporal Prime Directive violations. Instead, DTI investigates these violations after the fact or launches its own occasional expeditions into history. Therefore, unlike time-traveling Starfleet games, DTI campaigns revolve around investiga-

Federation assistance. Commander Benjamin Sisko discovers the Bajoran wormhole.

2370: Dominion forces destroy the *U.S.S. Odyssey* and New Bajor in the Gamma Quadrant. The Stone of Gol recovered by the Vulcan government. Existence of the VIM as a terrorist movement revealed. Cairn apply for Federation membership.

2371: Treaty allows for Romulan cloaking device on *Defiant*. Detapa Council overthrows Central Command rulership of Cardassian Union. Klingons attack both Romulan outposts and the Cardassian Union. Klingons withdraw from their alliance with the Federation. *U.S.S. Voyager* hurled into Delta Quadrant.

2373: GU Dukat negotiates Cardassian-Dominion alliance. Deep Space 9 taken by Dominion.

tion and interaction much more than action. DTI characters will probably be assigned to investigate rumors of time travel (or SADA triggers) for their first few episodes, and not flung into the past or an alternate universe until they've gotten comfortable in their investigator roles.

A DTI episode is almost never a shoot-first, damn-the-photon-torpedoes scenario. DTI operates on a shoestring budget by comparison to Starfleet or SI (especially given all the ground they have to cover), and agents may find themselves traveling on rented private starships and sleeping in seedy on-planet hotels. Every resource a DTI agent has is valuable, and Narrators must keep in mind that for the most part agents will not have the power of a starship behind them. However, DTI agents do have some authority; they can arrest Starfleet officers for violations of Regulation 157, or, in extreme situations, even commandeer a starship in pursuit of a violator. For more details on DTI campaigning, see pages 55-57 of Chapter Four.

Features and Roleplaying Challenges

Time-travel games can throw more than their fair share of mind-bending roleplaying challenges at players. They may run alternate versions of their own characters or run their characters through other parts of their own lives, just to name two. Many of the roleplaying challenges listed below work best with characters who have well developed backgrounds, histories, and motivations. The happily married Ensign Gernet's meeting with her future self will resonate much more strongly if she sees that the future version wears no wedding ring; Lieutenant (JG) Thaphar's promotion to full Lieutenant will be a very memorable event if it happens inside a causal loop and repeats thirty or forty times. (Possibly Obvious Note: It is important to give experience rewards to the modern-day characters, regardless of which alternate character the players end up running.)

FLASHFORWARDS

Here at Last Unicorn, we can hear you, Narrators: "Look, I can't even predict what my Crew is going to do in the next ten minutes. How can I possibly be expected to plot their fates out far enough to give them accurate glimpses of the future in a time-travel episode?" Here are some tips that will make your job a lot easier, and maybe even get the players in your group to start hitting you up for lottery numbers; they should also prove useful when you want to leave artifacts of their passage through history for them to discover before they travel into the past.

OBFUSCATE

"Captain Marsden is on the ground, clutching at his chest. A hooded figure stands between you and the Captain, his back to you. He draws down the hood, revealing pointed ears and black hair. He–she?–levels a phaser at Marsden, says a phrase in Vulcan, and fires, disintegrating the Captain. You charge at the figure, but he beams out before you reach him." Characters see part of the future; they don't see all of it. Black hair and pointed ears suggest a Vulcan, but the killer might be a Romulan Tal Shiar agent, a gene-masked member of almost any race, or someone wearing a holobelt. Hiding the "real" future in this way gives you plenty of room to match events to players' later actions. The character's senses might fool him, or another party might deceive him intentionally. Things can be hidden no matter when they happen.

Lie

"It's unfolding just like you saw it in your trip forward in time last year. The *Appalachia* is on a collision course with that asteroid. The helmsman reaches for the shield controls, just like he did before the *Appalachia* was destroyed. Will be destroyed. But this time you're able to reach the helm before the helmsman puts up the shields, and you force the craft onto a different heading. The helmsman yelps in surprise as the ship narrowly dodges the asteroid, and–" The future, as Mr. Dickens tells us, is not fixed. The actions of time travelers almost invariably warp futures, and one of the best things you can do for a character is let him save the day using his foreknowledge of events. It's heroic.

Guess

"The grizzled old man you remember as Ensign Taggart shakes his head. 'To be honest, Lieutenant, you saved the ship. Nobody else was brave enough to try to manually restart the warp core while the *Exeter* was plunging toward that black hole, but you went in there and did it, without even an environment suit. Oh, you should have seen the funeral. Even Admiral Proudfoot was there.'" If you've been running games with your current group for more than a few months, you should have a pretty good idea how characters will react to certain events. Is Mike's character Fang the Ferengi the sort that would sell out his father for enough latinum, given the chance? If the answer is definitely yes, then assume that at some future point he has done so, and set up the future-looking episode as though he had, or did, or will…

Cheat

"You see it, right there in the computer records. Commander Leong sold you out–will sell you out, in seven months–to the Obsidian Order. But right now he's standing guard right outside the derelict timeship." Sometimes you need a ringer. Find a trusted player who can keep his mouth shut (roommates and spouses are great for this) and ask him to agree to have his character do something dramatic–betray the rest of the Crew, sacrifice himself to save the rest of the crew, break up another character's marriage–at a later date. In the more drastic versions of this, the collaborator's character could end up dead. If that's going to be the case, make sure the player knows about it ahead of time. Remember that you're probably going to be able to get away with this only once, per player, ever. So make it count.

SERIES SEED: DTI INTO TIME PATROL

The DTI is only a short remove from the kind of "Time Patrol" found in other roleplaying games and works of science fiction, spanning the timestream to defeat renegades and criminals, protect tourists, and investigate historical enigmas. For the Narrator and players with an interest in that kind of series, every episode can center on an elite team of DTI Agents with broad parameters for missions and behavior, tackling the kinds of tasks which will eventually transform the DTI into the 29th century's Timefleet. In an alternate history, of course, the DTI might already fulfill just such a role.

This kind of campaign might benefit from the more freewheeling, swashbuckling atmosphere of the original *Star Trek* series; perhaps in an alternate universe, Captain Kirk's pioneering journeys through time led Starfleet to create a Time Corps in 2267. Rather than prevent John Gill from interfering with the development of the planet Ekos, perhaps this universe's Time Corps has to prevent him from interfering with the development of Earth's Nazi Germany! Ancient Indians, Romans, cavemen, and all the other cultures the Enterprise encountered can find close parallels in a thrilling game exploring the true final frontier, seeking out extinct life and ancient civilizations.

24th century characters can get in on the fun, as well. Posit a failed Timefleet mission to edit Henry Starling out of the timestream producing a surge of different computer companies and somehow also eliminating the Eugenics Wars. The DTI attempts to fix the mess, resulting in a snarl of timelines that fractures the timestream beyond repair. When the chronal smoke clears, it reveals an Earth without Chronowerx or transparent aluminum or Voyager 6 or Khan Noonian Singh–names now found only in a series of popular science-fiction TV dramas. All that's left of the original universe is the *U.S.S. Macaulay*, a crashed DTI timeship hidden beneath the Atlantic Ocean, and the Crew. They can include DTI agents, 23rd century Starfleet officers trapped in the past, a surviving Timefleet operative, an El-Aurian tourist, a former Romulan spy, or almost anyone else from anywhen. From their hidden base at the bottom of the sea, the Crew resolve to protect this new timeline using the ship's temporal transporters–while guarding its evolution into a glorious future.

Cardassian alliance forces; beginning of the Dominion War. Maquis wipe out a Borg attempt temporal destabilization of Earth history.

2374: Federation-Klingon alliance retakes Deep Space 9; Betazed falls to Dominion-Cardassian alliance forces; Romulans join Federation-Klingon alliance. First contact with the Jon'a.

2375: Breen attack Earth; Federation-Klingon-Romulan alliance wins Dominion War.

2395: Date of the "antitime future" created by Q in 2370.

2544: Time researcher travels back four centuries to New Jersey; his pod is stolen by Berlinghoff Rasmussen.

2658: Kal Dano invents the *Tox Uthat*.

2862: Starfleet timeship *Aeon* commissioned under Captain Braxton.

Bludgeon

"'Please, Diane, don't go. Look, I saw the future, saw that we were going to break up, and I've tried so hard to make sure it doesn't happen. Please stay.' Diane fixes you with a glare. 'That's been the problem all along! Now that you've seen the future it's all you can think about! You're constantly lying to me, covering up secrets that you didn't mean to spill, I mean, come on, it's gotten really old, John.'" When it comes down to it, all the foreknowledge in the world can't really stop a determined guest star, and sometimes the foreknowledge characters attain can accidentally hasten undesirable results.

Meeting Yourself

In many of the time-travel episodes described above, a character risks meeting either a past or future version of himself. There are a number of ways to handle this in a roleplaying game sense, each with positives and negatives.

The Narrator Runs the Alternates

This is the most straightforward way to do things. The Narrator runs the past or future selves, and the present-day characters must watch their younger style without interfering, or must interact with older, wiser selves, no doubt trying to glean a hint of what is to come in their lives. The players take the same roles they do every week and attempt to puzzle out the dilemma around the time travel; the past or future selves are effectively Supporting Cast.

The Narrator Runs the Present-day Crew

The flip side is that the Narrator runs the modern-day characters and the players play their past or future selves. Asking players to run historical versions of themselves can be a lot of fun for a session or two; perhaps the modern characters go back to view themselves in their Academy days or on their cadet cruise. The Narrator can easily run the nostalgic, chin-stroking modern-day ver-

RUNNING HISTORICAL CHARACTERS

There's nothing saying that your group can't run the historical characters in a scenario like these, instead of running the Crew. Most of the same advice for running alternate versions of the Crew applies here, with the added benefit that players might end running knights from medieval France or Vulcans from the time of Surak himself. Players might get a kick out of playing up an ignorance of high technology, at least for an episode or two. Others may tire of such a "game within a game" quickly, and for them you should be ready to shift the Crew back to a more familiar perspective.

sions of such characters and give players of older characters a chance for a Starfleet Academy one-shot. Asking characters to run future versions of themselves while the Narrator takes the modern-day characters can be tricky, but not impossible. The important thing to keep in mind in this case is that the future characters should be constrained by the Temporal Prime Directive not to reveal future information to those in the "past"; Narrators can use this to withhold information about the future from players. On the other hand, sneaking an oracular tidbit to the players by mentioning things in their future versions' pasts can excite the players about events yet to come in the series.

Swap Out

Whether players run past or future versions of their characters, there's no law saying that each player has to run a version of his own character. If your group knows each other well and is familiar with the various characters' history, it could be fun to let Ellen run the historical version of Bob's character, give Bob the historical version of Frank's character, and so on.

A Little of Both

The Narrator may prefer that some players run their "normal" characters while others run anachronistic versions of themselves. Perhaps only a few Crewmembers travel through time to meet alternate selves while the rest of the Crew stays where it is, temporally speaking. Even if the whole Crew travels together, it could prove an interesting roleplaying exercise to let players decide which self they want to run, with the caveats given above.

Running Alternate Selves

In a game fraught with time travel and dimension-hopping, it is rather likely that players will run into alternate versions of their characters. For a diversion from week-to-week *Star Trek* roleplaying, you may wish to select one of the alternate universes from Chapter Two (or, better still, one of your own devising) and run an episode in that universe, with the players taking their alternates' roles. You may wish to generate "alternate" characters for your Crew on your own, or you may prefer to work out a lifepath through the alternate universe with each player; the former is a fun way to surprise players with an alternate "spin" on their characters, while the latter gives players more of a handle on those alternate characters before play begins. A word of caution: In some alternate universes (like the Terran Empire-era Mirror Universe) the alternate characters are likely to be unethical, immoral, or downright wicked. Some players may not be comfortable running such characters. Choose your alternate universe carefully, or if you do end up with a Nastyverse, make sure you give players a chance to act more in accordance with the ideals of the Federation should they wish.

Alternate-universe characters may go through an entire episode without meeting their "real"-universe counterparts, or the point of the episode might be that collision of realities. As Narrator, part of your job is to give players an outsider's perspective on their own characters. Players love to see a Narrator's send-up of their own characters' foibles, whether they are done seriously or played up for laughs. If your players, as their alternate characters, do meet up with their real-universe characters, let the alternate characters save the day, fix the problem, or resolve the overlapping of universes. This will remind players that their real characters don't always have to be the ones to save the day and at the same time show them that even their alternate-universe echoes have heroic qualities, much as they do.

Historical Figures

Characters on the various *Star Trek* television series and films have met dozens of historical figures, from Abraham Lincoln (or a simulacrum, at least) to Samuel Clemens, from Khan Noonien Singh to Zefram Cochrane, and even James T. Kirk. Giving your Crew a chance to meet historical figures can be an interesting look into history, but a couple of caveats must apply. Characters must remember the Temporal Prime Directive: If they keep Lincoln from visiting Ford's Theater, they're likely to

12250: Kelvan homeworlds in Andromeda galaxy become unlivable; Kelvan invasion fully underway.

ripple their reality out from under themselves. At the same time, the Narrator must keep the characters involved in a story line of some kind; a roleplaying session where all the players get to do is sit around and watch historical guest stars do their thing is a lot like a roleplaying session spent watching television, only less interesting. Perhaps the characters are being pursued or are pursuing others from the future, or perhaps their arrival itself has changed history—they kept Robert E. Lee from getting to West Point—and they've got to arrange events to get their past back on course. Sadistic Narrators will want to watch "The City on the Edge of Forever" for a course in wreaking havoc on your Crew's psyches by forcing them into difficult decisions in the name of history.

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